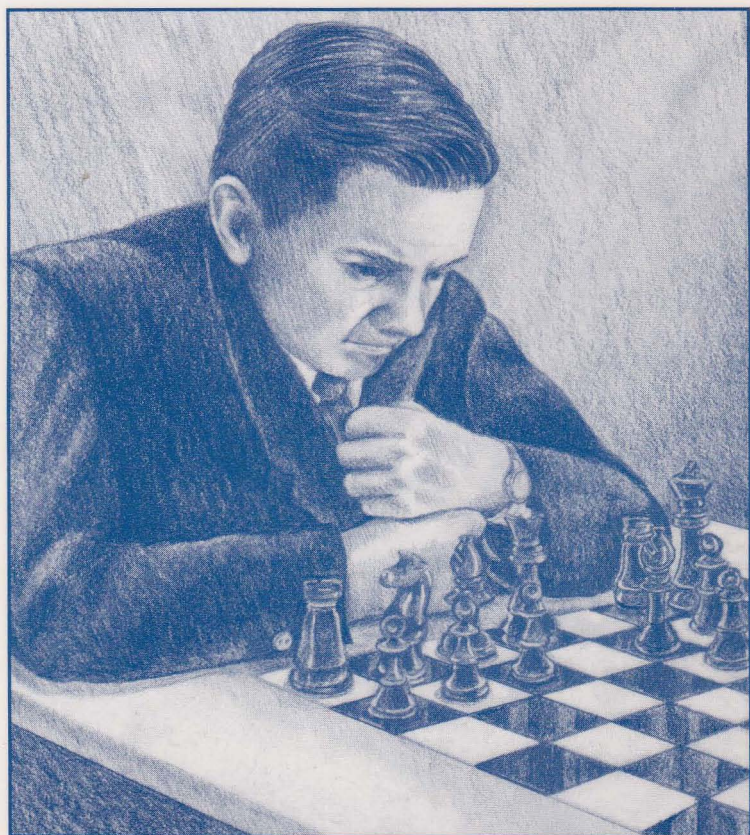


GRANDMASTER AT WORK



Alexander Kotov

TRANSLATED FROM THE RUSSIAN BY
Jimmy Adams

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by
**Alexander
Kotov**

Translated from the Russian by
Jimmy Adams

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Translator's Preface

At his best, Soviet grandmaster Alexander Kotov (1913-1981) was certainly one of the top chessplayers in the world. He knew the joy of being champion of his country, winner of international tournaments, contender for the world title and regular member of the USSR team which so dominated the chess world in the post-World War II period. His consistently good results at home and abroad included victories over the greatest players of his day and were obtained in a sophisticated, methodical and quite brilliant fashion. Above all, Kotov's games were characterised by a constant striving for the initiative.

Yet even at his height, whilst in his early 40s, his competitive ambitions were waning and his interest focussed more and more upon chess organisation, popularisation, and first and foremost writing about the game. A member of the Soviet Writer's Union, his literary efforts resulted in some twenty or so books and a host of magazine and newspaper articles. Several of his chess books were pure prose, relating experiences gained from his travels around the world - and these were frequently punctuated with humorous episodes and colourful personal recollections.

Over a period of many years, Kotov engaged himself on extensive research and a deep study of the life and games of his hero, the Russian-born, former world champion, Alexander Alekhine. The fruits of his labours were seen in the 1950s when the massive two volume set *The Chess Legacy of A.A.Alekhine* was published. Incidentally, Kotov uses the same thematic classification of material used in that book for his own games collection here. It was a sad turn of fate that the expanded, corrected and improved second edition of this work, over which Kotov had toiled for so long, did not receive its publication until a year after his death. And Kotov's involvement with Alekhine does not end here; he also wrote a novel portraying Alekhine's life, which was subsequently adapted for stage and screen! With such a passionate interest, it is no wonder that the spirit and style of play of Alekhine is so clearly reflected in Kotov's own games.

Though Kotov himself considered *The Chess Legacy of A.A.Alekhine* to be his *magnum opus*, enthusiasts in the West will regard his greatest

contribution to chess literature as being his best-selling books *Think Like a Grandmaster* and the sequel *Play Like a Grandmaster*, which as never before opened up the inner workings of a grandmaster's mind to the thousands upon thousands of his readers.

Despite his prolific output, Alexander Kotov never wrote a bad book; in fact all his works were painstakingly prepared and presented in such a way as to capture and retain the reader's interest, entertain, explain, inform or instruct, and perhaps most of all to increase the popularity of chess throughout the world.

First published in the Soviet Union in 1962, the present translation may be regarded as both a collection of Kotov's best games and equally a text book on all departments of practical play. Here grandmaster Kotov is sitting opposite you, patiently going through his masterpieces, explaining and illustrating the principles of opening, middlegame and ending, methods of attack and defence, play on the flanks and the centre, positional manoeuvring, etc. etc. Before your eyes is a grandmaster at work, imparting his knowledge and experience. What an enjoyable way to improve your understanding of chess!

Jimmy Adams
London 1990

From the Author

Is Chess an art or a sport? This is a question which has been debated right up to the present day. Those who consider chess only a sport forget one important detail - the chess game. Master games, played dozens of years ago and recorded in books and magazines, are capable, many years later, of arousing a whole torrent of feelings, and this places them alongside the best productions of other kinds of art.

Being the embodiment of the wills of two battling sides, their inventiveness, schemes, imagination, chess games can later pass on the many refined thoughts and feelings of those who played them. The reader, analysing the games of the masters, experiences a great deal: this includes joy from beautiful moves, astonishment and delight at surprising schemes, disappointment from missed opportunities. It is perhaps only tears which are not aroused by the chess game. The fact that a chessplayer's creative work awakens a range of feelings in the reader is best characterised by the enormous element of art in chess. This principal quality of it is supplemented by the necessary sporting element.

It can only be welcomed that the best games of the masters are preserved. These find their way into magazines, special bulletins and tournament books. A particular and very important role is played by a collection of the best games of this or that master. In this, the reader, besides general chess values, will in addition find out the characteristics of the chessplayer in question, making it possible to understand his creative and sporting features. Each master has his own way, a unique inherent quality, and this quality is best shown by an examination of his games.

In the very beginning, when working on his games, played over a period of 30 years, the author was faced with the question: in what order should the games be placed? It is possible to put the games in chronological order - this shows the development of the chessplayer and his sporting features. After long meditation, the author chose another order of presenting the games - by themes. In the basic classification of his games the author adopted approximately the same method as he used in his book *The Chess Legacy of A.A.Alekhine*. This, in our view, increases the value of the book, since besides the cognitive significance it furthermore assumes the

character of an original text book on the middlegame, opening and endgame.

Of course, a collection of the games of a certain chessplayer cannot embrace all departments of chess theory, therefore some matters will be omitted. However the most important departments of chess theory are looked at in the book, and in the annotations the reader will find directions as to how the "laboratory of a chessplayer" works - how his brain, trained in the game, engages itself in the analysis of chess positions.

Limitations of space required the author to be brief and concise, both in the annotations and in the introductory articles. Nevertheless the author hopes that the games given below will help the reader to understand chess and furthermore develop the ability to get to know the particulars of its complicated laws.

1: The Opening

Many young chessplayers make a serious mistake: without mastering even the most important principles of the opening stage of the chess game, they make a thorough study of countless variations given in text-books on the openings. As a result they turn into uncritical chess readers and gradually lose the ability to solve on their own one or another opening problem.

I fortunately managed to avoid this mistake. It is enough to say that right up to being awarded the grandmaster title in 1939, I had a rather poor knowledge of opening variations, but this did not prevent me from achieving success and indeed obtaining the rank of master. An ignorance of variations was compensated, however, by a rather good ability to solve independently one or another opening problem.

Without going into the principles of chess openings, which are expounded in sufficient detail in text books on the openings, here we are concerned with only two important questions, the theoretical foundations of which have already been set out in the first volume of *The Chess Legacy of A.A.Alekhine*. The questions are the concrete-tactical opening and unlawful upsetting of the balance.

Concrete-Tactical Opening

The classical native chess school of M.Chigorin and A.Alekhine teaches that when solving an opening problem it is necessary to take into account all the concrete features of the position. In each arrangement of pieces on the board they looked for particular characteristics, inherent only in the given position, and, after taking into account these concrete factors, carried out the necessary manoeuvres.

In practice, every chessplayer has games which are already decided in the opening. At times he manages to decisively and quickly exploit some tactical feature of the position, blowing up all the foundations and deciding the outcome of the battle already in the opening stage of the struggle. Such a deciding of the battle by the utilisation of concrete features of a position with help from energetic tactical measures I called, in the above-mentioned book, the **concrete-tactical opening**. In the following games the reader will see how, by exploiting the concrete features of a position, the active side, already in the opening of the game, forces the opponent into an immediate skirmish and in the tactical complications gains a quick victory.

1. Sicilian Defence

White: **Gurgenidze** 081

Black: **Kotov**

Semi-final 22nd USSR Championship
(Erevan 1954)

1 e4 c5 2 Nc3 Nc6 3 Nge2 Nf6 4 g3

As is well known from the theory of the openings, White's moves are not entirely successful. Thus the move of the knight to e2 is premature, while his fourth move is also unfortunate. The white squares on the king's flank are noticeably weakened, particularly in that brief moment when the bishop f1 has still not developed to g2.

All these factors prompt Black that he should act decisively and energetically. If he does not harass him, then in two moves White will develop his bishop to g2, castle, and his position will be excellent. He has no time to lose.

4 ... d5!

Energetic and decisive. Black immediately sets about exploiting the weakness of the white squares in the direction of the enemy king.

5 exd5

5 Bg2 was better, but then 5 ... dxe4 6 Nxe4 Nxe4 7 Bxe4 Bg4 was unpleasant.

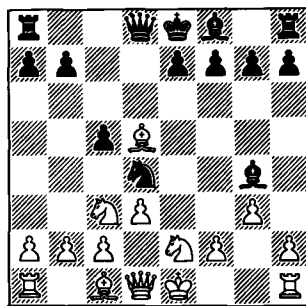
5 ... Nd4!

A concrete operation - the knight moves up to the f3 square. Soon the Black bishop c8 begins operations against the same target. Best for White now was to play 6 Nxd4 cxd4 7 Nb5, on which Black

would successfully reply 7 ... Qb6 or 7 ... Bg4.

6 Bg2 Bg4 7 d3 Nxd5 8 Bxd5?

A mistake. Gurgenidze does not notice the following uncomplicated, but effective blow. However White's position is already very difficult and it is not easy to point out a good continuation for him.



8 ... Qxd5!

Simple and decisive. Now on 9 Nxd5 follows mate in two moves 9 ... Nf3+ and 10 ... Bh3 mate.

9 f3 Qxf3

The game is already decided, and the further struggle does not offer any interest for White.

10 Rf1 Qg2 11 Be3 Nf3+ 12 Rxf3 Qxf3 13 Bxc5 h5

White dragged on his resistance until the 33rd move and only then resigned.

Also in the following game Black decisively exploits some features of the position, which at first sight seem insignificant, and with a bold, emphatic operation seizes a decisive initiative.

2. Dutch Defence

White: **Letelier**

Black: **Kotov**

(Venice 1950)

1 d4 f5 2 e4 fxe4 3 Nc3 Nf6 4 Bg5

After many analytical investigations and practical trials, Soviet theoreticians have come to the conclusion that this old move is not the best. Stronger is an immediate 4 f3!, after which, firstly, 4 ... e3 5 Bxe3 does not lead to a loss of tempo, as in the variation with 4 Bg5, and, secondly, it is dangerous for Black to employ the sharp variation with 4 ... Nc6. In this case, by means of 5 fxe4 e5 6 dxe5 Nxe5 7 Bf4, White outstrips Black in development, and the position of his king becomes rather unsafe. The game Furman-Levenfish from 17th USSR Championship 1949, might serve as an example: after 7 ... d6 8 Nf3 Ng6 9 Bg3 Nh5 10 Bf2 Nh4 11 Bd4 White obtained an excellent position.

4 ... Nc6

Also here this reply seems risky, but it is not easy for White to refute this variation.

5 d5 Ne5 6 Qd4 Nf7 7 h4

The Moscow-Prague match tournament took place in 1946. In one of the first rounds, played in Prague, the Soviet participants were surprised to see the opening of the game Katetov-Simagin: the system of development chosen by Black was really too unusual. After 7

Bh4, the Moscow master surprisingly played 7 ... g5 8 Bg3 Bg7 9 Nxe4 0-0 10 0-0-0 c6! 11 Nxf6+ exf6 12 h4 f5, which caused a great deal of fright to the members of the Moscow team.

After the game had finished, for a long time I tried to convince Simagin that such a handling of the pawns covering his own king was extremely risky. The talented, principled Muscovite remained firmly convinced of the correctness of his creative line.

During our analysis, I repeatedly returned to this position with Simagin, and it was very difficult for me to prove the incorrectness of Black's play in this variation.

In Venice, I recalled the creative dispute with Simagin and decided to play with Black the variation which I could not refute with White. But the trial was not a success - Letelier did not make the best move, which considerably eased my task. Of course, 7 Bh4 is stronger here.

7 ... c6!

The first of a series of concrete tactical blows, which in the end give Black the advantage. Black's task is to do away with the d5 pawn, which will secure him the advantage in the centre.

8 Bxf6

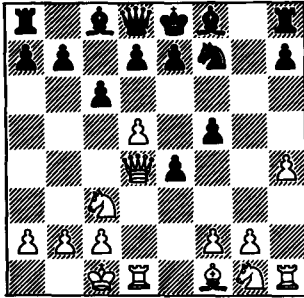
Taking on f6, after White has played h4, is illogical. 8 0-0-0 was best.

8 ... gxf6 9 0-0-0?

But here castling is already out of

place. White could still count on success by taking the e4 pawn with the queen. Now, however, with a few tactical blows, Black obtains an appreciable positional advantage, and - what is more - with an extra pawn!

9 ... f5!



Holding on to the extra centre pawn and threatening, after 10 ... Bh6+ 11 Kb1 0-0 and 12 ... Bg7, to successfully complete his development.

Now 10 g4 was best for White, but even then after 10 ... Qb6 11 Qxb6 axb6 12 gxf5 Bg7, Black has an unquestionable superiority.

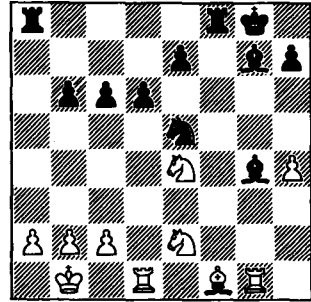
10 f3 Qb6 11 Qxb6

The exchange of queens is practically forced, since 11 fxe4 Qxd4 12 Rxd4 Bg7 13 Rd1 Bxc3 14 bxc3 fxe4 gives Black an extra pawn with an overwhelming position.

11 ... axb6 12 fxe4 fxe4 13 g4 Bg7 14 Nge2 Ne5!

Black's position is winning. He has both an extra pawn and a positional superiority. White's attempts to complicate the game are easily neutralised.

15 Kb1 d6 16 Nxe4 Bxg4 17 dxc6 bxc6 18 Rg1 0-0!



At once accomplishing three objectives: taking the king away to h8, defending the bishop g7 and seizing the f-file, with the threat 19 ... Rxf1 and 20 ... Bxe2. White's position is already indefensible.

19 N4g3 Kh8 20 Bg2 Rf2 21 Rde1 Bf3

White cannot take on f3 because of 22 Bxf3 Nxf3 23 Rf1 Nd2+.

22 Bh1 Nc4 23 b3 Na3+ 24 Kc1 Bxh1 25 Rxh1 d5 26 Ref1 Raf8 27 Kd1 Be5 0:1.

The threat of 28 ... Bxg3 and 29 ... Nxc2 is irresistible. Also possible is the reverse order 28 ... Nxc2 and then 29 ... Bxg3. Black energetically exploited White's routine moves with the help of original tactical blows, based on the concrete calculation of the conditions that had been created.

Black also quickly decided the outcome of the battle in the next game. Here an imperceptible omission by the opponent allows Black, with the help of a few tactical

blows, to take the initiative and quickly conclude the attack in his favour.

3. Catalan Opening

White: **Ravinsky**

Black: **Kotov**

13th USSR Championship

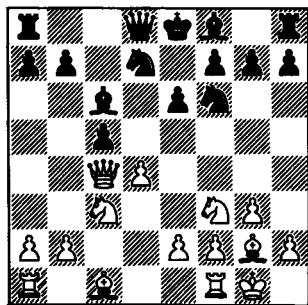
(Moscow 1944)

1 d4 d5 2 c4 e6 3 g3 dxc4 4 Qa4+ Bd7 5 Qxc4 c5 6 Bg2 Bc6

A well-known theoretical variation. Black immediately brings his bishop on to the h1-a8 diagonal, thereby counteracting White's main intention in this opening - to make his bishop g2 more active.

7 Nf3 Nd7 8 0-0 Ngf6 9 Nc3

How strange it should be that this move is the original cause of White's defeat. In this position a particular condition has been created, which the opponent can exploit with the help of a surprising tactical blow.



9 ... b5!

Beginning a violent attack in the centre and on the queen's flank, which subsequently also transfers

to the white king's position. White cannot take the b5 pawn, since after 10 Nxb5 Nb6 11 Qb3 c4 he loses a piece.

10 Qd3 Qb6 11 e4?

But this activity leads to ruin. The correct continuation was 11 Ne5.

11 ... cxd4!

Simple and strong. In the event of 12 Nxd4 Ne5 13 Qd1 Rd8 14 Be3 Bc5 White is in quite a poor state.

12 Qxd4 Bc5 13 Qd3 b4 14 e5

Desperation: White cannot hold all the weaknesses of his position. A series of concrete tactical blows by the opponent makes his position totally indefensible.

14 ... Ng4 15 Na4 Bxf2+ 16 Kh1 Qb5!

Reaping the harvest with maximum profit.

17 Qd2 Bxf3 18 Rd1 Bxg2+ 19 Kxg2 Qxa4 20 Qe2 h5 21 Qe4 Rc8 0:1.

4. Slav Defence

White: **Kotov**

Black: **Szily**

(Moscow-Budapest match 1949)

1 d4 d5 2 Nf3 Nf6 3 c4 c6 4 Nc3 dxc4 5 e3

Already a long time ago theory proved that this move does not give White the advantage. However, practically this continuation is very reliable. White obtains quite good chances of play in the centre and

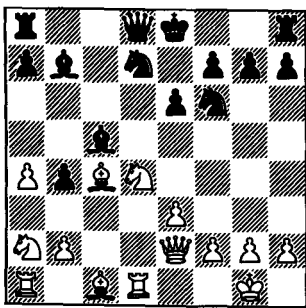
on the queen's flank, and the position is full of venom and surprising combinational possibilities.

5 ... b5 6 a4 b4 7 Na2 e6 8 Bxc4 Nbd7 9 0-0 Bb7 10 Qe2 c5 11 Rd1 cxd4

All the moves made by the opponent have been well-known for a long time in opening theory. Connoisseurs of the Slav Defence usually bide their time with the capture on d4, preferring to maintain the tension in the centre of the board until a favourable moment.

12 Nxd4 Bc5

Not afraid of sacrifices such as 13 Bxe6 fxe6 14 Nxe6 Qe7 15 Nc7+ Kf7 with advantage to Black. For a very long time I looked for a better move in this position. 13 Ba6, which suggests itself, offers nothing in view of 13 ... Qb6. The development 13 Bd2 and Nc1-b3 requires a great deal of time. Finally, I found the continuation...



13 e4!

The Black king is stuck in the centre. The position of the queen d8 on the operation line of the White rook d1 creates numerous

combinational possibilities. Black has a weak point on e6 which is repeatedly attacked; the pin on the knight f6 could be painful.

All this points to the presence in the position of concrete features, which allow White to think about possibilities of sharp tactical blows. The move made by White leads to a whole series of mutual tactical thrusts, which nevertheless end in White's favour.

13 ... Nxe4?

Taking the pawn with the bishop is bad in view of 14 Bg5, but also the capture with the knight loses quickly. The right move here is 13 ... Qc7, but, in my view, even then 14 Nb3 leaves White with a good game.

14 Be3!

Black had under-estimated the strength of this move. Now he has insurmountable difficulties in getting castled, in view of the threat to sacrifice on e6.

14 ... Qe7

He cannot play 14 ... 0-0 because of 15 Nxe6 fxe6 16 Bxe6+ and 17 Rxd7. Also bad is 14 ... Nd6 15 Nxe6 fxe6 16 Bxc5 Nxc5 17 Qh5+ and Qxc5. On the moves 14 ... Qc7 or 14 ... Qb6 follows 15 Bb5, without even mentioning the inclusion of the additional threats of 15 Rc1 or 15 a5.

15 Bb5!

A move which is murderous in its simplicity. The pin of the knight d7 will decide the fate of the game in a few moves.

15 ... Bxd4

If 15 ... Nd6, then 16 Nf5! exf5 17 Bxd7+ Kxd7 18 Qb5+ with an irresistible attack. On the other hand, it is not apparent how Black can defend against the threats of 16 Nf5 or 16 Nc6.

16 Rxd4 Nc5 17 Rad1 Bc8 18 Qf3!

Not falling into the trap 18 Qd2 0-0 19 Bxd7 Nxd7 20 Rxd7? Bxd7 21 Qxd7 Rad8, and Black wins.

18 ... Rb8 19 Nxb4 Rb7 20 Nc6 Qf8 21 Rd6!

Simple and strong. The threat to capture on c5 with a subsequent

mate on d8 cannot be repulsed.

21 ... Rxb5 22 axb5 Nb7 23 R6d2!

I want to place an exclamation mark particularly against this quiet move. On analysing this position even the steady grandmaster Flohr suggested the sacrifice of the exchange on d7 and playing 24 Qg3. I always endeavour to avoid unnecessary "beauty". The strength of the rook move to d2 is confirmed by the fact that the Hungarian master immediately resigned the game.

1:0

Unlawful Upsetting of the Balance

Sometimes, in the process of playing the opening, one of the players flagrantly violates the general principles of chess opening theory. His moves are not in accordance with the requirements of the position, presenting themselves either as a loss of time or cutting across the general harmonious set-up of the pieces.

In this case we have the right and are obliged to punish the opponent for such a disregard of general chess principles. Such a punishment frequently bears a forcing character, it is carried out quickly with maximum energy from the attacking pieces.

We call such cases in the book *The Chess Legacy of A.A.Alekhine*, volume 1, the unlawful upsetting of the balance. We refer to there the reader who wants to become thoroughly acquainted with a description of the theory of this principle and leave ourselves only one question. It is necessary to be able to distinguish the case of the concrete-tactical opening and the unlawful upsetting of the balance. In the first case the question is about the features of the position, the second about the features of the mistake in the chess opening played. Though the methods of exploiting these features resemble each other, the causes are different. Referring to positions in the case of a concrete-tactical opening, together with the punishment for upsetting the balance, we talk about a player of his own free will creating this disturbance.

In other words: in the case of a concrete-tactical opening, the concrete features of the position are exploited, upon the upsetting of the balance, a violation of the principles of the opening played is punished.

We look at a few games where the upsetting of the balance was energetically punished.

5. King's Indian Defence

White: **Kotov**

Black: **Wade**

(Saltsjöbaden 1952)

1 d4 d6

An interesting opening, which in recent years has become very popular. Black is in fact playing the King's Indian Defence, except that he bides his time with the development of the knight g8.

2 c4 e5

Black displays an unfamiliarity with the ideas of this variation. The premature ... e5 leads to a significant weakening of the king's flank, and White subsequently energetically exploits this.

3 Nf3 Nd7 4 e4 g6

But this is already bad. It was still not too late to stabilise his position by 4 ... Nf6.

It was Alekhine who enunciated the principle of "unlawful upsetting of the balance" in the opening. When one of the sides deviates greatly from the positional foundations of the concrete chess game, then the opponent has the right and is obliged to immediately punish the "crime" of this disturbance.

Moreover the punishment must follow immediately in the opening [without awaiting the transition to

the middle game] with energetic combinative-tactical measures.

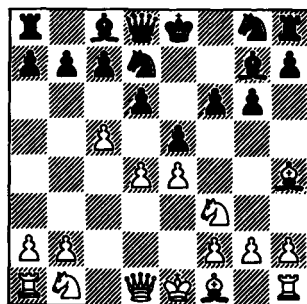
In the present game, Wade carelessly weakens the black squares on his king's flank, induced by pawn moves, which will be particularly noticeable after the important exchange dxe5. Therefore White considers that he is obliged to punish the opponent for this "unlawful upsetting of the balance".

5 Bg5!

Immediately punishing the opponent for the weakening of his black squares on the king's side. Best for Black now is to reply 5 ... Be7, but then he is deprived of the bishop which was destined to defend precisely the black squares.

Losing at once are both 5 ... Nf6 6 dxe5 dxe5 7 Nxe5 Nxe5 8 Qxd8+ Kxd8 9 Bxf6+, and 5 ... Ne7 6 dxe5 dxe5 7 Nxe5 Nxe5 8 Qxd8+ Kxd8 9 Bf6.

5 ... f6 6 Bh4 Bg7 7 c5!



White rightly considers that the opponent has unlawfully upset the balance, and therefore takes immediate measures to punish him. The continuation chosen by Wade merits censure in every possible way, however even on the better 7 ... Qe7 8 cxd6 cxd6 9 Nc3 or 7 ... exd4 8 cxd6 c5 9 Nbd2, matters are bad enough for Black.

7 ... dxc5 8 dxe5 Qe7 9 Nc3! Nxe5

Carelessness, but also in the event of the correct 9 ... c6 White would play 10 exf6 Ngxf6 11 Be2 with an excellent position.

10 Nxe5 Qxe5 11 Bg3 Qe6

Everything else is equally hopeless. Black could already resign the game. There followed...

12 Nb5 Kf7 13 Nxc7 Qxe4+ 14 Be2 Bh3 15 Nxa8

There were also other ways, but White decided to win by the method of the "maximum selection of material".

15 ... Bxg2 16 Rg1 Bh6 17 Qb3+ Kg7 18 f3

Capturing another Black piece - the bishop g2.

18 ... Qd4 19 Rxg2 Bd2+ 20 Kf1 Ne7 21 Nc7 1:0

6. King's Indian Defence

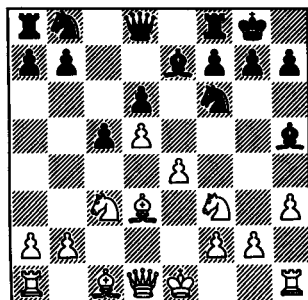
White: **Kotov**

Black: **Bastrikov**

Semi-final 22nd USSR Championship (Erevan 1954)

1 d4 Nf6 2 c4 e6 3 Nc3 c5 4 d5

exd5 5 cxd5 d6 6 e4 Be7 7 Bd3 0-0 8 Nf3 Bg4 9 h3 Bh5



Up to here all the moves are more or less in accordance with theory. The retreat of the bishop is no good at all. The subsequent pawn storm gives White the chance to totally lock up the opponent's white-squared bishop and obtain a considerable advantage in space. The punishment for Black's upsetting of the balance follows energetically and quickly.

10 g4 Bg6 11 Nd2!

Intending to trap the bishop by f4-f5. The loss of castling attached to this has no significance.

11 ... Nfd7 12 f4 f6

In the event of 12 ... Bh4+ 13 Kf1, the bishop on h4 also might get cut off.

13 0-0 Re8 14 b3 Na6 15 Bb2 Nc7 16 Qf3 Qb8 17 a4 a6

Black's pieces are so badly placed and so limited in mobility that nothing comes out of the counter-attack on the queen's flank for Black. White, however, methodically increases the pressure on the king's flank and in the centre. First

of all he secures a post on e6 for his knight.

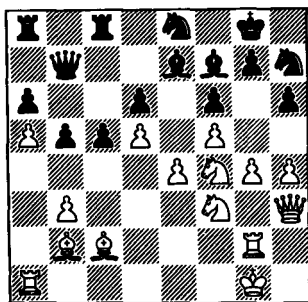
18 h4 h6 19 Qh3 Nf8 20 Rf2 b6 21 Ne2 Qc8 22 f5 Bf7 23 Nf3

It is easy for White to play such a position, and he systematically prepares a further pawn advance on the king's flank.

23 ... Nh7 24 Nf4 b5 25 a5 Qb7 26 Bc2

Forestalling the tactical thrust ... c4.

26 ... Rec8 27 Rg2 Ne8



28 g5!

White has thoroughly prepared this decisive thrust. Though the "punishment" has lasted a great number of moves, it is not difficult to see that this occurred because White, having an enormous advantage, did not want to rush and acted on the principle "more haste, less speed".

28 ... fxg5 29 hxg5 Nxc5 30 Nxc5 Bxc5 31 Rxc5!

This sacrifice of the exchange, leading to mate, was not difficult to work out.

31 ... hxg5 32 Ng6! Bxg6 33 fxg6 Nf6

Other moves lose immediately.

34 Qe6+ Kf8 35 Bxf6 gxf6 36 Rf1 1:0.

In the following game White punishes the opponent for freely breaking general principles, and cutting across the universally established understanding of chess.

7. Slav Defence

White: **Kotov**

Black: **Enevoldsen**

(Jönköping 1958-9)

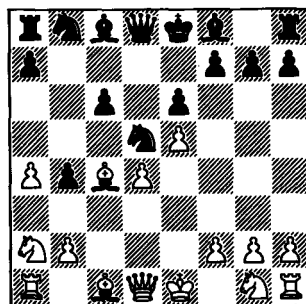
1 d4 d5 2 c4 c6 3 Nc3 dxc4 4 e4 b5

This move pre-supposes bold play in the future, which, however, Black does not intend to go in for.

5 a4 b4 6 Na2 e6

Cutting across the line chosen by Black. Whether good or bad, it was necessary to play 6 ... e5, accepting the pawn sacrifice 7 Bxc4 Qxd4 8 Qb3 Qxe4+ 9 Ne2. The timid advance of the e7 pawn leaves White with a significant positional advantage.

7 Bxc4 Nf6 8 e5 Nd5



White has already outstripped his opponent in development as Black has spent a great deal of time on pawn moves, the result of which is that his pieces are stuck on their original squares. In addition, the black king's flank is noticeably weakened.

The following move "punishes" Black for taking "liberties". The White queen, from its menacing position, holds up the development of the enemy's king's flank and creates dangerous threats there.

9 Qg4! Ba6 10 Bxa6 Nxa6 11 Nf3 Ne7.

Intending to place the knight on f5 or g6 and defend the g7 pawn, which makes possible king-side castling.

12 Bg5!

The "punishment" is continued. Soon it is clear that in this way Black does not succeed in completing his development.

12 ... Qd5 13 0-0

This is stronger than 13 Bxe7 Bxe7 14 Qxg7 Kd7! and Black's initiative on the opened g-file is extremely dangerous.

13 ... Nf5 14 Nc1 h6 15 Be3 c5

Not seeing a satisfactory continuation, Black begins to rush about.

In the event of 15 ... Be7, the thrust 16 Nd3 followed by 17 Nf4 is extremely dangerous. All the same, this was the best, since now Black will be quickly killed.

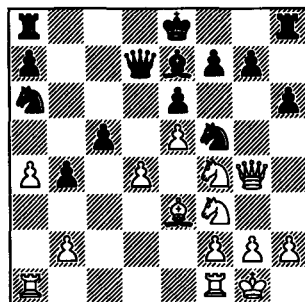
16 Ne2 Be7

Bad is 16 ... cxd4 17 Nfxd4

Nxe3 18 fxe3, and Black is defenceless against the threats on the opened f-file.

17 Nf4 Qd7

Enevoldsen does not choose the strongest defence. On the better 17 ... Qe4, White intended to continue 18 Nd2!, having, after 18 ... Nxe3, the choice between 19 Qe2 Qxf4 20 fxe3 Qg5 21 Nf3 and then 22 Qb5+ and 23 Qxa6, and 19 Qxg7 Qxf4 20 Qxh8+ Bf8 21 fxe3 Qxe3+ 22 Rf2.



18 d5!

Completing the punitive operation. After 18 ... exd5 19 e6 fxe6 20 Qg6+ Black perishes. No wonder that he seeks salvation in wild complications.

18 ... g5 19 dxe6 fxe6 20 Rad1 gxf4

He has to sacrifice the queen in view of the irresistible 21 Qh5+.

21 Qg6+ Kd8 22 Rxd7+ Kxd7 23 Rd1+ Kc7 24 Qxe6 Rhd8 25 Bd2!

A "quiet" move. Black has two hanging knights and one of them is lost. Enevoldsen resigned.

1:0

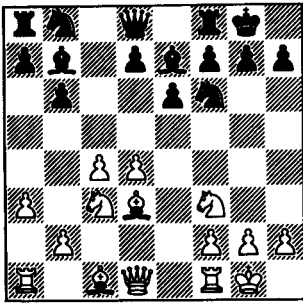
8. Nimzo-Indian Defence

White: **Kotov**

Black: **Bonch-Osmolovsky**
(Moscow 1941)

**1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3
b6 5 Bd3 Bb7 6 Nf3 c5 7 0-0
cxd4 8 exd4 0-0 9 a3 Be7**

An incorrect move, allowing White to significantly strengthen his position in the centre and restrict the enemy pieces. It was necessary to exchange on c3.



10 d5!

A very unpleasant advance. In the event of Black's capturing three times on d5, White obtains a considerable advantage after Bxh7+ and Qxd5. And yet this was perhaps the best way out, since with the continuation chosen by Black he falls out of the frying pan into the fire.

10 ... exd5 11 cxd5 d6 12 Nd4!

From here the knight threatens to dig itself in on either f5 or c6.

**12 ... Nbd7 13 Nf5 Re8 14 Bf4
g6 15 Nxe7+ Qxe7 16 Qd2!**

A quiet building up of forces. The threat of 17 Re1 Qf8 18 Bh6 forces Black to very quickly do

away with the d5 pawn and open an air-vent for his pieces.

**16 ... Nxd5 17 Rfe1 Qf6 18 Bg5
Qg7 19 Be4!**

Everything is done! Black is forced to give up the exchange. White's expedition to punish Black's "crime" has been completed successfully by the pieces. White's task is simplified even more by Black's following move, giving away the queen.

**19 ... Rxe4 20 Nxe4 Qe5 21
Nf6+ N7xf6 22 Rxe5 dxe5 23
Bxf6 Nxf6 24 Qd6 Ne4 25 Qc7
1:0**

A further two examples on the theme of "crime and punishment". In the game against Tolush I managed to refute, in an original way, a hasty swoop by the White pieces.

9. Caro-Kann Defence

White: **Tolush**

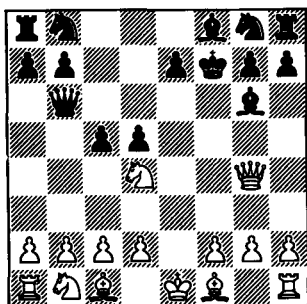
Black: **Kotov**
11th USSR Championship
(Leningrad 1939)

1 e4 c6 2 Nf3 d5 3 e5 Bf5 4 Nd4

At the time this unusual continuation was frequently employed by Tolush in tournament games. The swoop of the knight and in particular the following pawn move runs counter to a basic principle of the opening: do not move one and the same piece twice. No wonder that Black succeeds in punishing

the opponent for this wandering around of an already developed piece.

4 ... Bg6 5 e6 Qb6 6 Qg4 c5 7 exf7+ Kxf7!



In this original move lies the point of the whole of Black's play. The queens are exchanged, after which is created an overwhelming superiority for Black in the centre.

8 Nf3 Nf6 9 Qc8 Qe6+ 10 Qxe6+ Kxe6 11 d4 cxd4 12 Nxd4+ Kf7

Black's next move gives him a menacing pawn centre.

13 c3 e5 14 Nf3 Bd6 15 Nbd2 Nc6 16 Be2 Rhe8 17 0-0 Bc5

Black prepares the further advance of the e5 pawn. This forces Tolush to submit to a new weakening of his position.

18 Nb3 Bb6 19 Be3 Bxe3 20 fxe3 Rad8 21 Nc5 Re7 22 e4

White's position is so miserable that he decides to sacrifice a pawn, to obtain some sort of activity. On other moves Black would play ... b6, then, after the removal of the knight, ... Ng4 and ... e4, which would clamp White's position once

and for all.

22 ... Bxe4 23 Ng5+ Kg6 24 Ngxe4 dxe4 25 Rae1 Rd2 26 Rf2 e3

Of course, not 26 ... Rxb2? 27 Bh5+. White rids himself of his unpleasant position, but at this moment he is already behind in material.

27 Rf3 Rxb2 28 Rxe3 Kf7 29 Bc4+ Ke8 30 Rd1 Na5 31 Bf1 Rxa2 32 Bb5+ Kf7 33 Nd3 e4

The activity of the white pieces is over and now the extra Black pawns have their say.

34 Nb4 Rb2 35 Ra1 b6 36 Rd1 Re5 37 Bf1 Rc5 38 Rd8(?) Rb1

Exploiting the opponent's previous mistake. To add to White's misfortune his king finds itself in danger.

39 Ra8 Rf5 40 Rxa7+ Kg6 41 h3 Rfxf1+ 42 Kh2 Nh5 0:1

In concluding the section about openings we look at a game where White energetically refutes the opponent's groundless activity in the centre.

10. Slav Defence

White: **Kotov**

Black: **Zvetkov**

Chigorin Memorial Tournament
(Moscow 1947)

1 d4 d5 2 c4 e6 3 Nc3 c6 4 Nf3 Nf6 5 e3 Nbd7 6 Bd3 Bd6

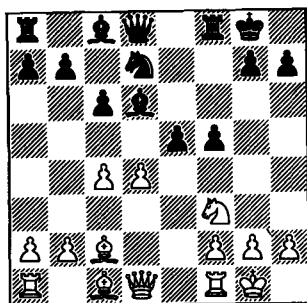
It has long been known that this move is bad. The Bulgarian master

employed it, intending to test a novelty which he had prepared beforehand.

7 e4 dxe4 8 Nxe4 Nxe4 9 Bxe4 0-0

Theory states that it is bad to play 9 ... Bb4+ in view of 10 Kf1 or 10 Bd2.

10 0-0 f5 11 Bc2 e5



Here is the position that Zvetkov wanted to test. Black's activity in the centre and on the king's flank is obviously not well-founded, and the question is only how to refute it. After a lengthy deliberation, White found the right means of "punishment".

12 Bg5!

This is the necessary move! The only reply for Black to avoid loss is 12 ... Qa5; however then 13 c5 cuts off the queen from the king's flank and allows White to carry out a violent, sudden attack, connected with Bb3+, Be7 and Ng5. In all cases the initiative is totally in White's hands.

12 ... Qe8

Or 12 ... Be7 13 Bxe7 Qxe7 14 Nxe5 Nxe5 15 Re1 Qb4 16 Rxe5

with a very strong attack [worse is 16 dxe5 Be6! 17 b3 Rad8].

13 dxe5 Bc7

The pawn cannot be taken. For example: 13 ... Nxe5 14 Qxd6 or 13 ... Bxe5 14 Re1 Qh5 15 Nxe5! Qxg5 16 Nxd7 Rd8 17 f4! Qh4 18 Bxf5. If, however, on 14 Re1 Black plays 14 ... Qg6, then follows 15 Nxe5 Nxe5 16 Be7 winning the exchange.

14 Re1 Nc5

Resigning himself to the loss of a pawn, Zvetkov firmly blockades the position.

Though White's breakthrough requires time, his victory can be considered guaranteed. First of all White strengthens his position on the queen's flank.

15 b4 Ne6 16 c5 a5 17 a3 axb4 18 axb4 Rxa1 19 Qxa1

Now there is another line of invasion into the enemy camp for the white queen. However, Black could hardly avoid the opening of lines on the queen's flank.

19 ... h6 20 Bc1 Qh5

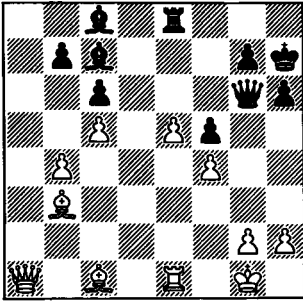
Black intends to develop operations on the king's flank. Therefore White has to be careful.

21 Bb3 Kh7 22 Nd4

The essence of the struggle at the present time is the possession of the "key" blockading square e6.

22 ... Re8 23 f4 Nxd4 24 Qxd4 Qg6 25 Qa1!

A subtle manoeuvre. The queen is going to a2, from where it also attacks e6 and retains the possibility of an inroad to a8.



**25 ... Be6 26 Qa2! Qf7 27 Bxe6
Rxe6 28 Rd1 g5**

Black's position is very difficult. He endeavours to complicate the struggle by opening lines on the king's flank, but this opening of the

position allows White to conclude the game with an accurately calculated blow.

**29 Qa8 gxf4 30 Qxb7 f3 31 Qc8
Re7 32 Bf4! Qg6 33 g3 Qh5 34
Rd2!**

Anticipating the tactical blow ... f2+, which now is not terrible at all.

**34 ... f2+ 35 Rxf2 Qd1+ 36 Kg2
Qd5+ 37 Kh3**

Here the king is invulnerable. An immediate catastrophe follows.

**37 ... Kg6 38 Qf8 Qe6 39
Qxh6+ Kf7 40 Qh7+ Ke8 41
Qh8+ Kf7 42 Qh5+ 1:0**

2: Combinations

We pass on to an examination of games, the outcome of which is decided with the help of combinations.

Much has been written as to what is a combination. One time a great debate developed on this theme in our chess press. I do not intend here to give an account of the essence of the arguments and refer those who want to know more details about the polemics to the magazine articles or to the first volume of *The Chess Legacy of A.A.Alekhine*, where the heart of the matter is briefly described.

Here we only remind the reader that three component elements are discerned in combinations: the first - **the motive of combinations** - the sum total of favourable conditions in the position which allow the carrying out of a combination; the second element - **the means of combinations** - the method, through which a conclusion is reached from the initial position; and, finally, **the theme of combinations** - the main point of the conclusion, the so-called thematic position, to which all the efforts of the active side were directed. The reader can find a more detailed account in the above-mentioned book, and also in manuals on the middlegame.

We examine games in which combinations were carried out on three main themes, namely: **pawn combinations** - where a decisive role is played by the pawns, reaching the last rank; **combinations based on the bad position of enemy pieces**; and **mating combinations**. We will also look at the games in this order.

Pawn Combinations

The motive of pawn combinations is generally known; the presence of a far-advanced pawn with a relatively free path for its further advance, and the weakness of the promotion square for the passed pawn. **The thematic position** of such combinations - the pawn goes on to the last rank and promotes to a queen, which gives a great advantage in force. Only sometimes does the pawn promote to another piece.

The means of the pawn combination - clearing the way for the advancing pawn, sometimes with material sacrifices.

Here is a combinational game in which pawns play a main role.

11. *Nimzo-Indian Defence*

White: **Kotov**

Black: **Matanović**

Interzonal Tournament

(Saltsjöbaden 1952)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 c5 5 Bd3 d5 6 Nf3 Nc6 7 0-0 0-0 8 a3 Bxc3 9 bxc3 dxc4 10 Bxc4 Qc7

Today this is considered the "basic" position of the Nimzo-Indian Defence. In tournament games, the first moves of this variation are usually made quickly, and it is only later on that the opponents begin to think, searching for new, unknown continuations. The move made by White, 11 a4, at this time was a novelty and only later was the correct retort to it found.

11 a4 Rd8

Moiseev-Bivshev (20th USSR Championship) showed that it is better for Black to reply here 11 ... e5 12 Ba3 e4, with a comfortable game.

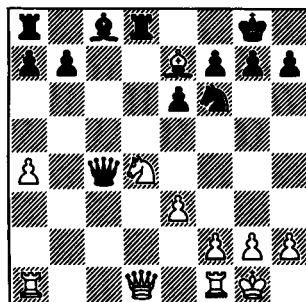
12 Ba3! cxd4

Matanović does not notice the fine thrust of the bishop on the 15th move, planned by White, otherwise he would have preferred to reject the acceptance of the sacrifice and played 12 ... b6.

13 cxd4 Nxd4 14 Nxd4 Qxc4 15 Be7!

Now after the capture of the knight f6, Black's king's flank is exposed. It is interesting that White does not hurry to drive away the Black queen from c4, where it

is badly placed and gives White tempi for the development of his attack.



15 ... Rd5!

The only defence. In the event of 15 ... Re8, there would be two paths of attack for White: 16 Bxf6 gxf6 17 Qg4+ Kh8 18 Qh4 or 16 Bxf6 gxf6 17 Rc1 and 18 Nb5 with threats which are difficult to repel.

16 Bxf6 gxf6 17 Qf3!

A subtle move, based on the fact that Black cannot play either 17 ... f5 because of 18 Qg3+ Kh8 19 f4! with an irresistible attack on the black squares, or 17 ... Kg7 in view of 18 Qg4+ Kh8 19 Qf4 Kg7 20 Nf5+ and 21 Qxc4. Of course, no good is 17 ... e5 18 Rfc1 and 19 Qxd5. He has to reconcile himself to the loss of the important f6 pawn.

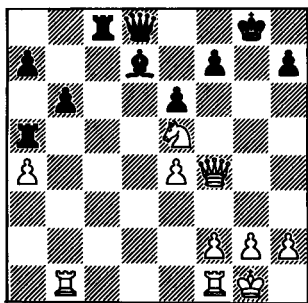
17 ... Bd7 18 Qxf6 Qc7 19 Rab1!

An important fine point: White forces ... b6, so that the Black bishop does not have in the future a firm base on c6.

19 ... b6 20 Nf3 Qd8 21 Qf4 Rc8 22 e4 Ra5 23 Ne5

Having achieved a totally winn-

makes his victory considerably more difficult. The simplest win was 23 Rfd1 with the threat of 24 Ne5. Then after both 23 ... Qc7 24 Qh6 with the threat 25 Ng5, and 23 ... Qe7 24 Ne5 Bxa4 25 Rd3 Rf8 26 Rg3+ Kh8 27 Qh6 Rg8 28 Rxc8+ Kxc8 29 Ng4, White obtains an irresistible attack. However, there is no bad without good. White's inaccuracy allows a very uncommon, fantastic position to be seen later on.



23 ... f6!

Now 24 Ng4 does not work in view of 24 ... e5! 25 Qg3 [25 Nxf6+? Kf7] 25 ... Kh8, and the attack comes to nothing. He has to submit to an exchange of the last minor pieces.

24 Nxd7 Qxd7 25 Qxf6 Rf8 26 Qh6 Rxa4 27 Rb3 Qe7

In the struggle of heavy pieces, White undoubtedly has the advantage, the Black king is exposed and White soon begins a crushing attack against it.

28 Rg3+ Kh8 29 e5 Rh4

Otherwise f4-f5 would follow. Now, however, White changes the

attacking front - the rook g3 breaks through to the seventh rank via c3.

30 Qc1! Rhf4

Otherwise f4 cuts off the rook h4.

31 Rc3 a5 32 Rc7 Qb4 33 Qe3

Here, at first, White wanted to win more quickly by means of 33 Rd1 Rxf2 34 Qh6, but in time noticed that after 34 ... Rf1+ 35 Rxf1 follows 35 ... Qd4+ and he is mated.

33 ... a4 34 g3 R4f7 35 Rc6 Rb7 36 Rxe6 a3

The position has become extremely sharp, the dangerous a3 pawn fully compensates for Black's loss. However the subsequent play shows the correctness of White's plan - the Black king falls under an irresistible attack.

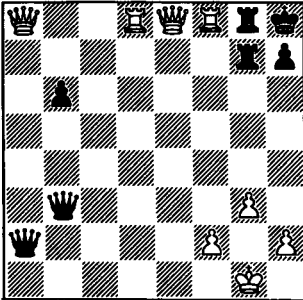
37 Rf6 Ra8 38 e6! Qb2

The deadly 39 Qe5 was threatened.

39 Qf3 Rg8 40 Rf8! Ra7

Even Alekhine complained that in chess the opponent often did not give him the chance to demonstrate the full depth of his planned combinations. The move made by Matanović loses at once, whereas the better 40 ... Rbg7! would drag on resistance for a long time. After 40 ... Rbg7! White would win with the help of a forcing combination involving a promoted pawn: 41 Rd1! a2 [or 41 ... Rxf8 42 Qxf8+ and 43 e7!] 42 e7 a1(Q)! [it is bad to take on e7 because of mate after 42 ... Rxe7 43 Rxc8+ Kxc8 44 Rd8+ Kg7 45 Qf8+ Kg6 46 Rd6+]

43 e8(Q) Q1a2 44 Rd8 Qab3 [In the event of 44 ... Qc4 White wins by 45 h3! In the tournament book I recommended 45 h4 but this is a mistake as after 45 ... Qc1+ 46 Kh2 Qxh4+! 47 gxh4 Qg1+ mates in three moves] 45 Qa8 Qba2.



It is difficult to find such a fairy-tale position in the history of chess. White wins by exchanging all eight (!!) heavy pieces on g8, or by means of 46 Rxc8+ Qxc8 47 Qxa2 or 46 ... Rxc8 47 Qe5 mate.

41 Rxc8+ Kxc8 42 Qd5! 1:0

Only a move of the king saves him against the threat of 43 e7+, but then checks on g5 and d8 followed by e7 will give White a new queen.

In the following game White secures victory by a combination which exploits the strength of a far-advanced pawn.

12. Queen's Gambit

White: **Kotov**

Black: **Yudovich**

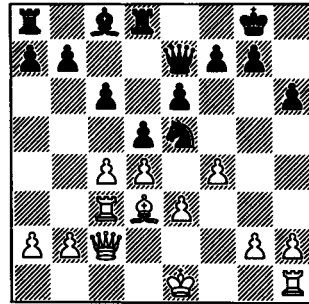
(Moscow Championship 1940)

1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 Bg5

Be7 5 e3 0-0 6 Nf3 Ne4 7 Bxe7 Qxe7 8 Rc1 Rd8 9 Bd3 Nxc3 10 Rxc3 c6 11 Qc2 h6

11 ... g6 looks more reliable, after which White intended to go over to a pawn storm, 12 h4, carrying out artificial "queen's side castling" with the king to d1-c1.

12 Ne5 Nd7 13 f4 Nxe5?



After the correct 13 ... c5 14 0-0 cxd4 15 exd4 Nf6, only a small advantage remains for White. Now, however, White's advantage in space is considerable.

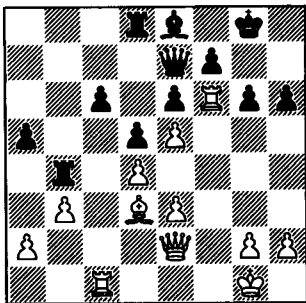
14 fxe5 Bd7 15 0-0 Be8 16 c5 b6 17 Qe2!

The reorganisation of the queen and bishop provokes a decisive weakening of Black's king's flank.

17 ... Rab8 18 Bb1 bxc5 19 Rxc5 Qb7 20 Qc2 g6 21 b3 Qe7 22 Qe2 Rb5 23 Rcc1 a5 24 Bd3 Rb4 25 Rf6

Beginning the implementation of a principal plan of attack. Since White does not succeed in preventing the opening of lines on the queen's flank, this attack cannot be without danger for him. He has to reckon with the possibility of the

occupation of the first and second ranks by Black's heavy pieces.



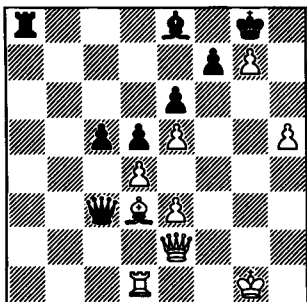
25 ... a4 26 bxa4 Rxa4 27 h4 h5 28 g4 Qa3! 29 Rd1!

By sacrificing a pawn, White at the same time gives the Black pieces a chance to attack his king. The play is extremely sharp.

29 ... Qxa2 30 Rd2 Qa1+ 31 Rf1 Qc3 32 gxh5 Ra1

Black's aim is to very quickly exchange rooks. After this White's attack will not be as dangerous.

33 Rxa1 Qxa1+ 34 Rd1 Qc3 35 hxg6 Ra8 36 h5 c5 37 g7!



A complicated combination involving a piece sacrifice. The murderous 38 Qg4 and 39 Bh7+ is threatened. Taking the g7 pawn is

bad in view of 37 ... Kxg7 38 Qg4+ Kf8 [Or 38 ... Kh6 39 Qf4+ Kxh5 40 Kf2 Ra1 41 Kg3 and 42 Qh4 mate] 39 h6 Ba4 40 Qg7+ Ke7 41 Qf6+ Kd7 42 Qxf7+ etc.

37 ... c4 38 h6 cxd3 39 Qh5 Ba4 40 Rf1 Qc7

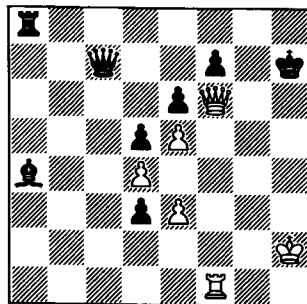
Black's replies are forced. Now follows a decisive blow.

41 h7+! Kxg7 42 Qg5+

In this position the game was adjourned and

1:0

without playing on. On the best reply 42 ... Kh8 43 Qf6+ Kxh7, decisive is 44 Kh2!! Here are the basic variations:



1) 44 ... Qc2+ 45 Kh3 Qd1 46 Qxf7+ Kh8 47 Qf6+ Kh7 48 Qh4+ Kg7 49 Qg5+ Kh8 50 Qh6+ Kg8 51 Qxe6+ Kh8 52 Qh6+ Kg8 53 Qg6+, and then 54 Rxd1 and 55 Qxd3.

2) 44 ... Qc2+ 45 Kh3 Rg8 46 Qh4+ Kg7 47 Rg1+ Kf8 48 Qd8+ Be8 49 Qd6 mate.

3) 44 ... Rg8 45 Qh4+ Kg7 46 Rg1+ Kf8 47 Qh6+ Ke7 48 Rxg8 Qc2+ 49 Kh3 Kd7 50 Qf8 with mate.

4) 44 ... Kg8 45 Rg1+ Kf8 46 Qh8+ Ke7 47 Qxa8 Bc6 48 Qa3+ Kd7 49 Rg8 Bb7 50 Rf8! Qc2+ 51 Kh3 Kc6 52 Rxf7 Bc8 53 Qa5 Bd7 54 Qa6+ with a quick mate.

In the following game a remarkable combination on the theme of promoting a pawn to a queen is not realised thanks to the "vigilance" of the opponent. Yet all the same it gives White a decisive advantage.

13. *Queen's Gambit*

White: **Kotov**

Black: **Ragozin**

17th USSR Championship
(Moscow 1949)

1 d4 d5 2 c4 e6 3 Nc3 c6 4 Nf3 Nf6 5 cxd5

White avoids the sharp continuations arising after 5 Bg5 dxc4 6 e4 b5 or 5 e3 Bb4. Nowadays the exchange on d5 is considered the strongest continuation in the Queen's Gambit. It guarantees White a lasting initiative and deprives Black of any real chances of counterplay.

5 ... exd5 6 Qc2

Not allowing the Black bishop to f5.

6 ... Nbd7 7 Bg5 Be7 8 e3 0-0 9 Bd3 Re8 10 0-0 Nf8 11 Rab1

Beginning the traditional "minority attack" b4 and a4. Another, sharper plan of play is the attempt to attack on the king's flank - Ne5, f4 etc.

11 ... Be6

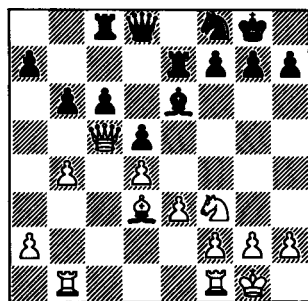
Black limits himself to passive defence and refrains from any active operations on the king's flank such as 11 ... Nh5 or 11 ... Bg4.

Even if he decides to bide his time with a counterattack, he should try to weaken the action of White's pawn advance on the queen's flank by exchanging the a-pawn after 11 ... a5 12 a3 Be6 13 b4 axb4 14 axb4.

12 b4 Rc8 13 Na4 Ne4 14 Bxe7 Rxe7

All in the same plan of defence of the queen's flank. 14 ... Qxe7 is more energetic.

15 Nc5 Nxc5 16 Qxc5 b6?



All the same, the fighting spirit of grandmaster Ragozin tells. It is not in his nature to defend passively, and he intends to go over to a counterattack on the queen's flank. Objectively this move is still mistaken, since it creates a substantial weakness on c6. 16 ... a6 was correct.

17 Qc2 Qd6 18 Rfc1 g6 19 Rb3 Nd7 20 h3 Nb8

The very position of the knight on b8 points to the fact that Black's

plan, beginning with the move 16 ... b6, is a failure.

21 a3 Bd7 22 Rc3 Be8 23 h4

An interesting moment. After pinning down the opponent's pieces on the queen's flank, White weakens the g6 point and creates a continual threat to sacrifice on g6. In addition to this, the exchange on g6 secures the e5 square for the knight, since the move ... f6 is ruled out.

23 ... a6 24 h5 Ra7

This position of the rook serves as a motive for an interesting combination by White. 24 ... Kg7 was better.

25 hxg6 hxg6 26 Ne5 a5

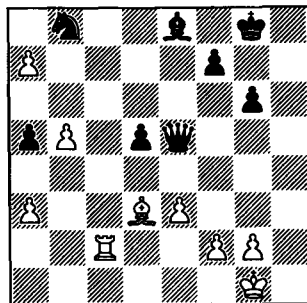
Meeting with an effective refutation. On passive defence, Black could have still put up a lengthy resistance, but it would hardly be possible to reckon on success. The attack on the c-file, at the same time as the development of a dangerous initiative on the king's flank f4-f5, gives White a decisive advantage.

27 b5!

Beginning a beautiful combination. On the natural 27 ... c5 there would have followed 28 dxc5! Qxe5 [28 ... bxc5 29 Rxc5] 29 cxb6 Rxc3 30 bxa7!! Rxc2 31 Rxc2!

(see next diagram)

An uncommon position. The White pawn, completing his route-march dxc5xb6xa7, will inevitably promote to a queen since the three Black pieces cannot prevent this!



27 ... Rac7

Ragozin notices the impending threat and prefers to be left simply a pawn down. However, he need not regret this since there subsequently occurs yet another "combinational storm".

28 bxc6 Kg7

He cannot play 28 ... Nxc6, because of 29 Bb5.

29 Qb1!

Not letting the g6 point slip from his control and having in mind the following complications.

29 ... Nxc6 30 Qxb6 Rb8 31 Qxb8!

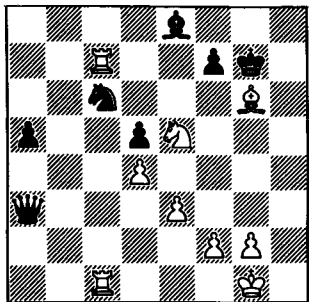
The final attack on the Black king.

31 ... Nxb8 32 Rxc7 Qxa3

A move of the king to f6 would hardly ease Black's fate.

33 Bxg6 Nc6!

Ragozin had stored up this cunning diversionary move for time-trouble. It seems that White has got caught; several of his pieces are under attack at once. But there is no stopping the logical course of events.



34 R1xc6! Bxc6 35 Rxf7+ Kh6

Also losing is 35 ... Kh8 36 Bh7 with an unavoidable mate by 37 Ng6.

36 f4! Qxe3+ 37 Kh2

There is no satisfactory defence against the threat of mate by 38 Rh7.

37 ... Qxe5 38 fxe5 1:0

The game received the special Chigorin prize for beauty.

In the following game White's attack is concluded with an original position, where a passed pawn, reaching the seventh rank, secures the win.

14. King's Indian Defence

White: **Kotov**

Black: **Bogatirev**

Aircraft Sporting Society

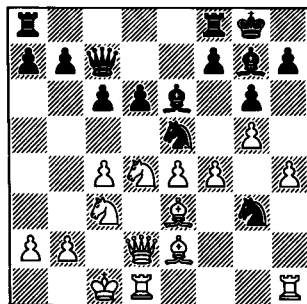
Championship (Moscow 1935) 17

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 0-0 6 Be3 c6 7 Qd2 Qc7 8 Nge2 e5 9 g4 Nbd7 10 h4

The opponent's passive play incites White into choosing a risky path of attack. Usually, with an

open centre, a flank attack has little chance of success. 10 d5 first would have been more careful.

10 ... exd4 11 Nxd4 Ne5 12 Be2 Be6 13 g5 Nh5 14 f4 Ng3 15 0-0-0!?



An exchange sacrifice with the aim of organising a very quick storm of the Black king's position.

15 ... Nxe2+

Weaker is 15 .. Nxh1 16 Rxh1 Nxc4 17 Nxe6 or 16 ... Nd7 17 f5.

16 Qxe2 Bg4 17 Qf1 Bxd1 18 Kxd1 Qd7 19 h5 Rfd8 20 f5 Ng4

It is necessary to take urgent measures to prevent 21 f6, incarcerating the black-squared bishop.

21 Bg1 c5?

A mistake, but it is not so simple to repulse White's storm.

22 Nde2 gxf5 23 exf5 Bxc3 24 Nxc3 Re8 25 Qf4 Ne5 26 Rh3 d5 27 cxd5 Rac8 28 Re3 Nc6 29 h6!

A very strong move, finally locking up the Black king and creating a threat of mate on g7.

29 ... Rxe3 30 Bxe3 Ne7 31 d6!

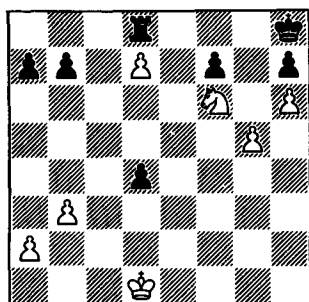
The decisive move. In view of the terrible threat 32 Qe5, Black

must take the f5 pawn.

31 ... Nxf5 32 Ne4 Nxe3+ 33 Qxe3 Qa4+

Seeking salvation in an exchange of queens. Otherwise there is no defence for Black against the threats 34 Nf6+ or 34 Qc3.

34 b3 Qd4+ 35 Qxd4 cxd4 36 Nf6+ Kh8 37 d7 Rd8



A piquant position. Now the White king simply goes to c7 and wins the rook.

38 Kd2 b5 39 b4 a5 40 bxa5 b4 41 a6 Ra8 42 a7 Rd8 43 Kd3 1:0

15. Sicilian Defence

White: **Aronin**

Black: **Kotov**

(Moscow 1948)

1 e4 c5 2 Nf3 d6 3 Bb5+

This little analysed continuation deserves a thorough investigation. As distinct from the classical variations of the Sicilian Defence [3 d4 cxd4 4 Nxd4], in which White must strive for an attack on the king's flank [which is not to everyone's taste], here the game assumes

a quieter character.

3 ... Nc6

Undoubtedly the strongest reply. After 3 ... Bd7, White obtains the advantage. For example: 3 ... Bd7 4 Bxd7+ Nxd7 5 0-0 Ngf6 6 Re1 e6 7 c3 Be7 8 d4, and White takes the centre. Or 3 ... Bd7 4 Bxd7+ Qxd7 5 0-0 e5 6 c3 Nf6 7 d4 Nc6 8 Re1 with an excellent game.

4 0-0 a6 5 Bxc6+ bxc6 6 d4 cxd4 7 Qxd4 e5 8 Qd3 Be7 9 Rd1 Qc7 10 Nc3 a5 11 Bg5 f6

Black loses his way. Better is 11 ... Nf6. The variation 12 Bxf6 gxf6 was fully acceptable for Black.

12 Be3 g6?

12 ... Ba6 13 Qd2 Rab8 was correct.

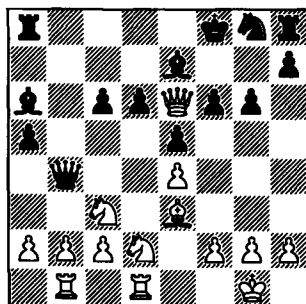
13 Qc4 Ba6 14 Qe6 Qc8

Another inaccuracy. Stronger is 14 ... Rb8! 15 Na4 Qc8! retaining good play.

15 Qb3 Qb7 16 Nd2

Threatening 17 Nc4. White has a great advantage in development, since it is difficult for Black to develop the knight g8. For complete success, White now has to open up the game.

16 ... Qb4 17 Qe6 Kf8 18 Rab1!



Preparing to open the game with the move b4.

**18 ... Kg7 19 a3 Qb8 20 b4! axb4
21 axb4 Qc8 22 Qxc8**

Deserving attention is 22 Qb3.

22 ... Rxc8

The endgame reached is clearly in White's favour. Black, as before, is behind in development. In addition to this, the bishop a6 finds itself in an unpleasant position.

23 Ra1 Bb5 24 Ra7 Kf7 25 Rb7

Also strong was 25 Ncb1 with the threat c4.

25 ... h5 26 Nxb5?

26 Ra1 f5 27 Raa7 was necessary, with strong pressure.

26 ... cxb5 27 Rc1 f5! 28 f3?

Now the advantage passes over to Black. He wins back the pawn, retaining a powerful centre. Necessary was 28 Rxb5 at once.

28 ... Nf6

At last the knight enters into play.

**29 Rxb5 Rc3 30 Kf2 Rhc8 31 h3
Rxc2 32 Rxc2 Rxc2 33 Ke1 Ke6
34 Rb7 d5 35 Kd1 Rc3 36 exf5+
gxf5 37 Bg5 d4?**

Considerably stronger is 37 ... e4!, striving for the formation of two passed pawns.

38 b5

Here and in the future it was necessary for White to exchange the knight f6, obtaining great chances of a draw, since it is very difficult for Black to carry out the move ... e4.

**38 ... Rc5 39 b6 Rb5 40 Rb8
Bd6**

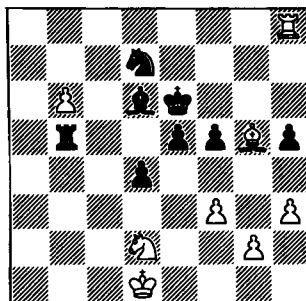
Time-trouble is over, and here the game was adjourned. Analysis showed that it is difficult for White to save himself.

41 Rh8!

Losing is 41 Rb7 Nd5 42 Nc4 Bc5! White's only chance is to destroy Black's pawn armada in the centre and prevent its advance in every possible way.

41 ... Nd7!

White has neglected to exchange this knight, and now it becomes menacing. Black's task is to carry out ... e4. For this he goes in for a sacrifice.



42 Rxh5 Kd5! 43 g4!

Best. White endeavours to do away with the dangerous Black pawns by sacrificing a piece. In the event of 43 Bd8 Black has the following study-like win:

43 Bd8 Nxb6 44 Bxb6 [44 Rxf5 Nc4! is even worse for White] 44 ... Rxb6 45 Rxf5 Rb2! 46 f4 d3 47 fxe5 Bb4 48 e6+! Kxe6 49 Rf2 Kd5 [49 ... Bxd2 50 Rf3!] 50 Rf5+ Kc6! [50 ... Kd4 51 Rf4+ Ke5 52 Nc4+] 51 Rf6+ Kb5 52 Rf5+ Ka4 53 Rf2 Bc3! 54 Rf4+ [54 Kc1 Rc2+ 55

Kd1 Ra2] 54 ... Kb5 55 Rf5+ Kc6
56 Rf2 Kd5 57 Rf5+ Kd4 58 Rf4+
Ke5! and Black wins.

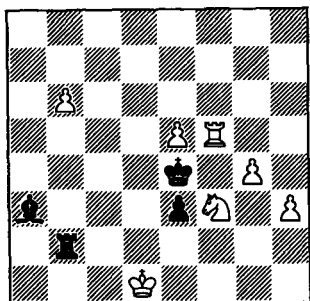
43 ... e4 44 Bh6

On 44 gxf5 follows 44 ... e3!

44 ... e3 45 Rxf5+ Ne5 46 Bxe3!

The only chance. If Black retains the two connected pawns, White will be in no position to repulse the attack of the few in number, but active pieces of the opponent.

**46 ... dxe3 47 f4 Rb2 48 Nf3
Ke4! 49 fxe3 Ba3!!**



Black has sacrificed the great part of his material strength, so that his last infantryman on e3 can deliver a decisive blow to the enemy king. Black's last forcing moves represent an interesting

combination on the theme of the pawn promotion. The subtle bishop move creates a concealed attack on the c1 square and allows Black to force victory.

50 e6

Losing at once. 50 b7 would have been more tenacious. In this case, unclear is the continuation 50 ... e2+ 51 Kc1 Rxb7+ 52 Kc2 Rb2+ 53 Kc3 Ke3 54 Ne1! Bb4+! 55 Kxb2 Bxe1 56 e6 Bc3+ 57 Kxc3 e1(Q)+ 58 Kc4 with chances of a draw for White.

On 50 b7, Black would play 50 ... Rxb7 51 e6 Rb1+ 52 Kc2 Rc1+ 53 Kb3 Be7 with a decisive advantage.

50 ... e2+ 51 Kc1

Or 51 Ke1 Ke3! 52 Nd2 Rb1+! 53 Nxb1 Bb4+ with mate.

**51 ... Rb5+ 52 Kd2 Rxf5 53 gxf5
Kxf3 54 b7 Bb4+!**

This is the point of Black's combination. The White king is driven away from the e1 square, and his opponent succeeds in holding on to the e2 pawn. At the same time the Black bishop detains the enemy pawns.

0:1

Badly Placed Pieces

Now we pass on to games where a combination, based on the badly placed pieces of the opponent, is decisive. The themes of such combinations are diverse. We look at two games where in a thematic position the active side makes a **double attack** - attacking two pieces at once, one of which is lost. Such a fork is familiar to chessplayers from the first steps in learning the game.

Besides the double attack we look at a game where in the final position an important piece is trapped - in the present case the queen. Finally we look at a game where in the concluding position a combination is decisive due to the pin of a piece. Such combinations are called combinations on the theme of the pin. There is no need to explain the self-understood means of such combinations, and also their motives.

In the following game White delivers an interesting blow in the centre, based on the final position of the combination where the White bishop attacks two rooks at once.

16. King's Indian Defence

White: **Kotov**

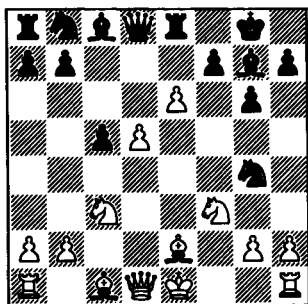
Black: **Burehäll** 15

(Stockholm 1959)

1 d4 Nf6 2 c4 c5 3 d5 e6 4 Nc3 exd5 5 cxd5 d6

A sharp system, which has been revived in tournament practice by Soviet chessplayers. Grandmaster M. Tal particularly likes to play it.

6 e4 g6 7 f4 Bg7 8 Nf3 0-0 9 Be2 Re8 10 e5 dxe5 11 fxe5 Ng4 12 e6



This move, based on an old analysis of A. Alekhine, was

employed in the tournament at Riga 1959 by the Finnish master Niemelä against Tal. The aim of the sacrifice is clear - White opens up the position of the Black king and attacks it, exploiting the fact that the Black pieces on the queen's flank have still not entered into active play.

12 ... fxe6 13 0-0 exd5 14 Nxd5 Be6 15 Bc4 Nc6

Up to this point, as in the game Niemelä-Tal, where Black played 15 ... Ne5 and achieved victory. Afterwards analysts found ways to strengthen White's attack. The move made is weaker than 15 ... Ne5, though it also requires energetic play to refute it.

16 Bg5 Nf6 17 Ne5

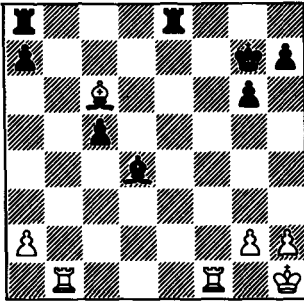
For about an hour I looked for ways to exploit the pin of the knight f6 and was convinced that only the move 17 Ne5! allowed this to be done. With this move is begun an uncomplicated combination on the theme of double attack. If now 17 ... Nxe5, then 18 Bxf6! is in White's favour.

17 ... Bxd5 18 Bxf6 Bxf6

More chances of defence remained with 18 ... Bxc4 19 Bxd8 Raxd8 20 Nxc4 Rxd1 or 18 ... Bxc4 19 Bxd8 Nxe5. Now Black

loses by force.

19 Qxd5+ Qxd5 20 Bxd5+ Kg7
21 Nxc6 bxc6 22 Bxc6 Bxb2 23
Rab1 Bd4+ 24 Kh1



One of the Black rooks is lost. The bishop has made a "great fork" by stabbing two rooks at once.

24 ... Rab8 25 Bxe8 Rxe8 26
Rb7+ Kh6 27 Rxa7 Re2 28 g3
Kg5 29 Rxh7 Rxa2 30 Rf4

In conclusion, the Black king falls into a mating net.

30 ... Ra1+ 31 Kg2 Ra2+ 32
Kf1 Ra1+ 33 Ke2 1:0

In the following game the double attack is brought about by a Black pawn.

17. King's Indian Defence

White: **Hörberg** ♀

Black: **Kotov**
 (Stockholm 1959)

1 e4 d6 2 d4 g6 3 Nf3 Bg7

Black intends to develop along usual King's Indian lines, but will bide his time with the development of the knight to f6, which, if opportunity offers, he wants to transfer to

e7 or h6. After the following move the game itself goes into a well-known variation.

4 Bc4 Nf6 5 Nc3 0-0 6 0-0 Bg4

Possible was 6 ... Nxe4 7 Nxe4 d5, but White wants to complicate the struggle.

7 h3 Bxf3 8 Qxf3 Nfd7 9 Be3
Nc6 10 Qd1

10 Ne2? would be totally careless, because of 10 ... Nde5! It is interesting that the "fork" theme threads its way brightly from beginning to end of the present game.

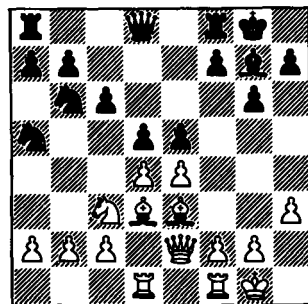
10 ... Nb6 11 Bb5

11 Be2 was better, since on b5 the bishop gives Black tempi for the development of an attack on the queen's flank.

11 ... Na5 12 Qe2 c6 13 Bd3 d5
14 Rad1

White does not see the following combinational blow. However, Black's game is preferable even after the better 14 e5.

14 ... e5!



A surprising blow, demolishing White's centre. Black threatens a fork on d4. In the event of 15 dxe5

d4 16 b4 dxe3 17 bxa5 exf2+ 18 Qxf2 Bxe5 or 18 ... Nd7, White's position is hopeless. Therefore Hörberg tries to confuse the game with a piece sacrifice.

15 exd5 exd4 16 dxc6 Nxc6!

White did not foresee this. After 16 ... dxe3, 17 cxb7 and 18 Bxg6 retains chances for White, since the Black pawns are weak and broken up. Now, however, follows a quick finish.

17 Bb5 Qc7 18 Bxc6 dxc3 19 Be4 cxb2 20 Bd4

White's game is hopeless even without this mistake.

20 ... b1(Q) 0:1

In the following miniature game, Black's combination is concluded with a surprising trapping of the enemy queen.

18. Sicilian Defence

White: **Petrosian** (17 n)
Black: **Kotov**
(Moscow 1952)

1 e4 c5 2 Nf3 d6 3 c3 Nf6 4 Bd3

An original system of development, which I had encountered also before the present game. In particular, Czerniak played this against me at Venice 1950. White transfers the bishop to c2 and then, depending on Black's play, either advances d4 or d3. All the same, such an original development does not threaten Black with great danger, and he easily obtains a comfortable game.

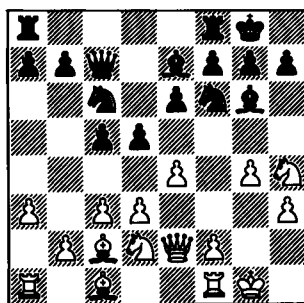
4 ... Nc6 5 Bc2 Bg4 6 d3

He has to limit himself to a passive placement of forces, upon which the role of the bishop c2 is considerably reduced. But there then arises the legitimate question: why were tempi spent on its transfer to c2?

6 ... e6 7 Nbd2 Be7 8 h3 Bh5 9 Qe2 d5 10 a3 Qc7 11 0-0 0-0 12 g4

Petrosian wants to exchange the important bishop h5 for the knight f3. This logical attempt meets with a surprising combinational refutation. Upon other continuations White would have to reconcile himself to the passivity of his position.

12 ... Bg6 13 Nh4



13 ... Nxg4!

Accurately calculated. In view of the threat of mate on h2, the capture of the knight is forced.

14 Qxg4 f5 15 exf5

Losing is 15 Qg3 f4 16 Qg4 Ne5 17 Qxe6+ Bf7 18 Qf5 Bxh4.

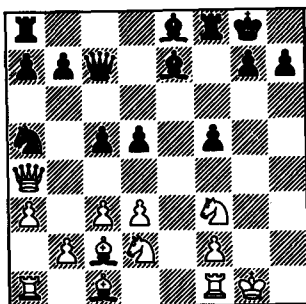
15 ... exf5 16 Qa4

16 Qg3 does not save him here, all because of the same 16 ... f4.

16 ... Be8!

White reckoned on the natural 16 ... b5 17 Qxb5 Bxh4 18 Qa4 with chances of defence. The surprising retreat of the bishop places him on a hopeless position.

17 Nhf3 Na5!



The White queen is in a trap. Petrosian immediately laid down his arms.

0:1

The outcome of the following game is decided by a combination on the pin theme.

19. Sicilian Defence

White: **Suetin**

Black: **Kotov** (12n)

(Riga 1958)

1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 a6 5 Nc3 Qc7 6 Bd3 Nf6 7 Qe2 d6

A routine move, leading to a very difficult position for Black. 7 ... Bd6 deserves serious attention, to halt the development of White's initiative. The following continuation might occur: 7 ... Bd6 8 g3 b5

9 f4 Bb7 10 0-0 Bc5 11 Be3 d6 and Black has a good game.

8 f4 Nbd7 9 g4!

A positionally well-founded sudden attack, since the arrangement of Black's pieces is unfortunate and he is not ready to meet the opponent's attack.

9 ... Nc5 10 g5 Nfd7 11 Bd2 b5 12 b4! Nxd3+ 13 cxd3 Nb6 14 Rc1

This game is another demonstration of the fact that after the opening of the c-file in the Sicilian Defence, White once and for all deprives the opponent of counterchances on the queen's flank.

14 ... Qd7 15 0-0 h6 16 gxh6 g6 17 a3?

Passive. A bold 17 f5 would soon force Black to regret his inexcusable opening experiment, though in this case the game would become very sharp. For example: 17 ... gxf5 18 exf5 Rg8+ 19 Kf2.

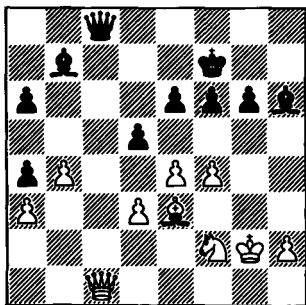
17 ... Bxh6 18 Be3 Na4 19 Nxa4 bxa4 20 Nf3 Bb7 21 Ng5 f6 22 Nh3 Kf7

Now the worst for Black is over. He has completed the development of his pieces, more or less shielded his king and prepared for a counter-attack on White's king.

23 Nf2 Rac8 24 Qb2 Rxc1 25 Rxc1 Rc8 26 Rxc8 Qxc8 27 Kg2 d5 28 Qc1

It is clear that at a moment, when the h1-a8 diagonal is being opened, White strives to very quickly exchange queens. However the move made by him allows Black

to carry out an interesting winning combination on the pin theme, a forcing variation which lasts for 13 moves.



28 ... Qxc1 29 Bxc1 dxe4 30 dxe4 f5 31 Kf3 e5 32 Be3

White rids himself of the pin on the f4 pawn. This is forced since 32 ... Ke6 with a subsequent capture of the pawn on e4 was threatened. But even now the course of combinational events is unceasing.

32 ... fxe4+ 33 Nxe4 exf4 34 Bxf4 g5! 35 Bd2!

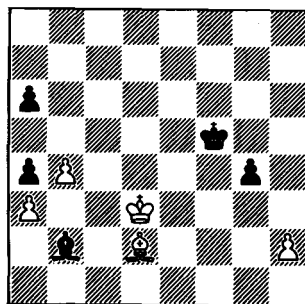
The only move. Any other retreat of the bishop would lose more quickly.

35 ... Kg6!

Exactly. The threat to attack the pinned knight e4 forces White to seek salvation in a bishop ending.

36 Ke3 g4+ 37 Kd4 Bg7+ 38

Kd3 Bxe4+ 39 Kxe4 Bb2 40 Kd3 Kf5!



In this position lies the point of the long combination. All White's pawns are on squares of the colour of the bishops, and this quickly leads to his downfall. The move of the king to f5 is the only one leading to the goal.

40 ... Bxa3 41 Kc2 Kf5 42 Kb1 Ke4 43 Ka2 Kd3 44 Kxa3 would have led to a draw.

Here the game was adjourned. Black had no difficulties in gaining victory:

41 Kc4 Bxa3 42 b5 axb5+ 43 Kxb5 Bd6 44 Kxa4 Bxh2 45 Ba5 Bf4 46 Kb3 g3 47 Kc2 Ke4 48 Bb6 Be3 49 Bc7 g2 50 Bh2 Kf3 51 Kd3 Bb6 0:1

The Black king arrives at f1, after which ... Bc7 is decisive.

Mating Combinations

Combinations, the final aim of which is the announcement of mate to the enemy king, are perhaps met most often in chess practice. The theme of such

combinations is simple - in the final position mate is unavoidable. It is also not difficult to perceive the motive of such combinations - this, of course, is the unfortunate position of the king of the weaker side. The means of such combinations are diverse and involve clearing the way for the attacking pieces to the enemy camp. Often this is by sacrifices, which is very significant, since mate is the main thing in chess and it is possible to give up a great deal to achieve it.

We look at a few groups of mating combinations. First we examine those combinations where the attacking side draws the opponent's king out of its sanctuary and drives it all over the board to meet its downfall. This is a mating combination on the **extraction theme**. Then we examine a few examples of combinations where the attacker, with the help of sacrifices, destroys the pawn formation, and sometimes the pieces, covering the defender's king. Such combinations can be called combinations on the **destruction theme**.

Here, for example, in the following game, with the help of such extraordinary measures, Black succeeds in extracting the White king from its sanctuary.

20. King's Indian Defence

White: **Averbakh**

Black: **Kotov**

(Zürich 1953)

1 d4 Nf6 2 c4 d6 3 Nf3 Nbd7 4 Nc3 e5 5 e4 Be7 6 Be2 0-0 7 0-0 c6 8 Qc2 Re8 9 Rd1 Bf8

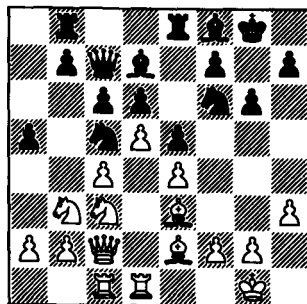
This system of development was employed several times in the tournament at Zürich. Black develops his pieces along the same lines as those met in a number of variations of the Philidor Defence.

10 Rb1 a5 11 d5

White locks the centre, exploiting the fact that the opponent cannot reply with the move 11 ... c5 because of the weakening of the

b5 point.

11 ... Nc5 12 Be3 Qc7 13 h3 Bd7 14 Rbc1 g6 15 Nd2 Rab8 16 Nb3



This allows Black to blockade the position on the queen's flank and begin a violent offensive on the other flank. Best was to prepare a pawn attack, by playing 16 b3 and then 17 a3 and b4.

16 ... Nxb3 17 Qxb3 c5

Now the queen's flank is firmly locked, and Black throws all his forces into an attack on the other

end of the board.

18 Kh2 Kh8 19 Qc2 Ng8 20 Bg4 Nh6 21 Bxd7 Qxd7 22 Qd2 Ng8 23 g4 f5 24 f3

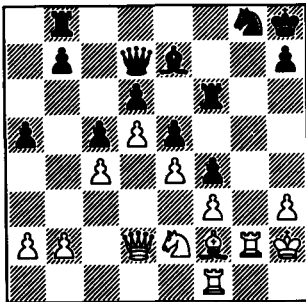
Weakening the position on the king's flank. He should play 24 Qe2.

24 ... Be7 25 Rg1 Rf8 26 Rcf1 Rf7 27 gxf5 gxf5 28 Rg2

This natural move leads to an interesting position where Black carries out a surprise combination. However, other continuations are unable to prevent the opponent's attack causing White a great deal of trouble.

28 ... f4! 29 Bf2 Rf6 30 Ne2

This quite understandable desire to defend the h3 pawn by means of 31 Ng1 leads to an immediate rout of White's position. The other defence, 30 Rgg1, leads to loss after 30 ... Rh6 31 Rg4 Rh5 and 32 ... Nh6.



30 ... Qxh3+!!

The sacrifice of a queen for a pawn is the rarest in tournament practice. The White king is safely placed in his sanctuary on h2. But here a storm breaks out, unex-

pected and stunning, and the king must set out on a dangerous journey under fire from a barrage of enemy pieces. And his army, presently cut off by a wall of pawns, is not able to come to his assistance.

31 Kxh3 Rh6+ 32 Kg4 Nf6+!

After the game, several masters maintained that 32 ... Rf8 is also winning. However, then White's defence is facilitated. For example, one possible variation: 32 ... Rf8 33 Nxf4 Nf6+ 34 Kf5 Ng4+ 35 Kxg4 Rg8+ 36 Ng6+ R8xg6+ 37 Kf5 Rh5+ 38 Rg5 Bxg5 39 Kg4! and Black has only a minimal advantage.

33 Kf5 Nd7

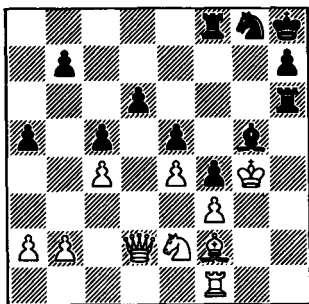
Frankly speaking, having been given the chance to sacrifice the queen, I was very excited and, hurrying along, I did not even attempt to look for another continuation, besides that which I first intended. But meanwhile there was just such a continuation. Thus, instead of the move made, 33 ... Ng4! was more quickly decisive.

34 Rg5 Rf8+ 35 Kg4 Nf6+ 36 Kf5 Ng8+

Finding himself in time-trouble, Black decides to repeat moves, so as, by having more time for reflection, to calculate the variations more accurately.

37 Kg4 Nf6+ 38 Kf5 Nxd5+ 39 Kg4 Nf6+ 40 Kf5 Ng8+ 41 Kg4 Nf6+ 42 Kf5 Ng8+ 43 Kg4 Bxg5

Black's threats are irresistible; for example:



- 1) 44 Ng3 Be7 45 Nh5 [or 45 Rh1 Nf6+ 46 Kg5 Rg6+ 47 Kh4 Nxe4+] 45 ... Nf6+ 46 Nxf6 Rxf6, with unavoidable mate;
 - 2) 44 Nxf4 Bxf4 and Black wins;
 - 3) there is also no salvation in 44 Bg3 Nf6+ 45 Kf5 Ne8+ 46 Kxg5 Rg8+ 47 Kxh6 Nf6! with mate in two moves;
 - 4) in the event of 44 Rh1! Rxh1 45 Kxg5 [45 Qxd6 is not possible because of 45 ... Nh6+ and 46 ... Nf7+] 45 ... Rh6!, despite the limited material, Black's attack is decisive. The following defences are possible:
 - a) 46 Kg4! Nf6+ 47 Kf5 Ne8+ 48 Kg5 Rg8+ 49 Kxh6 Nf6 etc.
 - b) 46 Ng3 Rff6 47 Nh5 Rfg6+ 48 Kh4 Nf6 and
 - c) 46 Bh4 Rg6+ 47 Kh5 Rf7! After this quiet move White cannot repulse yet another quiet move 48 ... Rfg7! with a mating attack. For example, 48 Bg5 Rfg7 49 Bxf4 exf4 50 Qxf4 Rg2 51 Nc3 Rg1 52 Qh4 R7g6, and White is defenceless.
- 44 Kxg5 Rf7!**

A typical manoeuvre for the position which has been reached.

Black transfers the rook to g7, and White cannot prevent this in any way.

45 Bh4 Rg6+ 46 Kh5 Rfg7 47 Bg5

Otherwise mate with the rook on h6 cannot be parried.

47 ... Rxc5+ 48 Kh4 Nf6 49 Ng3

All that remains for the White pieces is to offer themselves up for sacrifice. But even this does not help - the course of events is inexorable.

49 ... Rxc3 50 Qxd6 R3g6 51 Qb8+ Rg8 0:1

Here is what grandmaster David Bronstein wrote about this game in the tournament book: "This most beautiful game of the Zurich tournament aroused an enthusiastic response throughout the chess world. 'Once in a 100 years', 'Unique in chess literature', 'Splendid queen sacrifice' - this is how the commentators in various countries gave their impressions. The spectators in the tournament hall reacted even more excitedly to the queen sacrifice. We might add that the game Averbakh-Kotov will go into the golden treasury of chess art."

In the following game, the Black king, though deprived of castling, feels quite cosy in the centre until that time when an effective combination, with sacrifices, draws it into a whirlpool of heated battle.

21. Queen's Gambit

White: **Kotov**

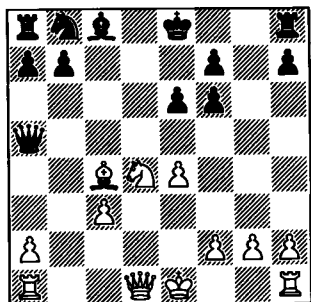
Black: **Yudovich** ♚

(Leningrad 1939)

1 d4 d5 2 Nf3 Nf6 3 c4 e6 4 Bg5 Bb4+ 5 Nc3 dxc4 6 e4 c5 7 Bxc4 cxd4 8 Nxd4 Qa5 9 Bxf6!

A surprise, which was prepared beforehand by White. Up to this game, 9 Bd2 was played in the present position, on which follows 9 ... Qc5 with an equal game.

9 ... Bxc3+ 10 bxc3 gxf6



Accepting the pawn sacrifice is dangerous, though it also requires accurate play from White. After 10 ... Qxc3+ 11 Kf1! [suggested by master V.Simagin] 11 ... Qxc4+ 12 Kg1, the following beautiful variation is possible: 12 ... 0-0 13 Qg4 g6 14 Qh4 Nd7 15 e5 Nxf6 16 exf6 Kh8 17 Rc1 Qd5 18 Qh6 Rg8 19 Nf3 Qh5 20 Ng5!

11 0-0 Nd7 12 Kh1 Nb6 13 Bb3 Bd7 14 Qf3 Ke7

For the time being the king feels cosy here. White's task is to prepare the opening of the central files, which allows him to begin a pursuit

of the Black king.

15 Qe3 Rac8 16 Rac1 Nc4 17 Qe2 Nb6?

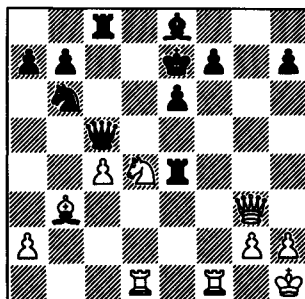
Black, obviously, hopes for a repetition of moves. He should not retreat the knight from the good c4 square.

18 Qd3 Rc5 19 f4 Rhc8 20 c4 Be8 21 e5!

The signal for the attack! Black cannot avoid the opening of lines, since on 21 ... f5 follows 22 Nxf5+ exf5 23 Qd6 mate.

21 ... fxe5 22 fxe5 Rxe5 23 Rcd1 Qc5 24 Qg3! Re4

After 24 ... Rh5, White would win beautifully by 25 Nxe6! Kxe6 26 Rfe1+ Kf6 [26 ... Re5 27 Rxe5+ Qxe5 28 c5+! etc.] 27 Rd6+.



25 Rf5!

A beautiful final combination. By sacrificing the rook and knight, White draws out the Black king from its own camp and drives it to e3.

25 ... exf5

On the retreat 25 ... Qd6, decisive is 26 Rxf7+ Bxf7 27 Nf5+ exf5 28 Qxd6+ Ke8 29 Ba4+ Nxa4 30

Qd7+ with a total rout.

26 Nxf5 + Kf6

Taking on f5, of course, is not possible because of the thematic mate with the queen on d6.

27 Rd6+ Kxf5

Or 27 ... Re6 28 Qg7+ Kxf5 29 Bc2+ Kf4 30 Qg3 mate.

28 Qf3 + Rf4

Also leading to mate is 28 ... Kg5 29 Qf6+ Kh5 30 Bd1+ Rg4 31 Qh6.

29 Qh5+ Ke4 30 Bc2+ Ke3 31 Rd3+ 1:0

In view of the unavoidable 32 Rd2+ and 33 Qe2 mate.

The following game has something in common with the previous example: White extracts the Black king with the help of a sacrifice of a bishop and rook and drives it across the whole board.

22. Sicilian Defence

White: **Kotov**

Black: **Sorokin**

(Leningrad 1936)

1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 Qc7 5 Nc3 a6 6 Be2 e6 7 0-0 Nf6 8 Kh1

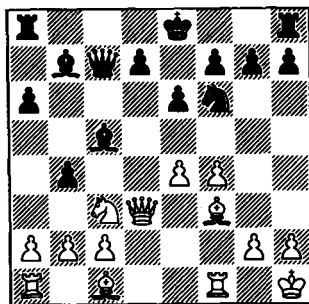
An unnecessary retreat. 8 Be3 is more energetic.

8 ... Bb4

Also an optional thrust. Nowadays 8 ... Bc5 is played at once or after a preliminary exchange on d4.

9 Qd3 b5 10 f4 Nxd4 11 Qxd4 Bc5 12 Qd3 Bb7 13 Bf3 b4?

A serious mistake after which Black is deprived of castling. He should continue 13 ... d6 with castling to follow.



14 e5! bxc3 15 exf6 gxf6 16 Qxc3 Bxf3 17 Qxf3 Rb8

17 ... 0-0 is bad, after which follows 18 f5! and the position of the Black king is insecure. On e7, covered on all sides by his own pawns, it feels much more cosy.

18 Qc3 Ke7 19 b3 Bd6 20 Qd3 Rb5 21 c4 Rh5 22 Qf3 Rh6 23 Bb2 Rg8 24 Rad1 Rhg6 25 Rf2 Bc5 26 Rfd2 Rd8 27 a3 a5 28 Rd3 Rgg8 29 Qh5 Qc6

The regrouping of pieces, carried out up to this point, clearly does not require a commentary. Black's last move is mistaken, even though it looks energetic [it threatens mate on g2]. It allows White to carry out a beautiful combination on the theme of extracting the king.

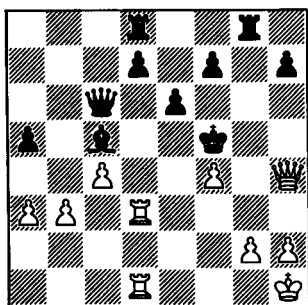
30 Bxf6+

The bishop is sacrificed, and then furthermore the rook, all with one aim: to bring the Black king out of its own camp and there, defenceless, isolated from its army,

put to death. For the time being it all resembles the previous game.

30 ... Kxf6 31 Qh4+ Kf5

Of course, not 31 ... Kg6? 32 Qg5 mate, or 31 ... Kg7 32 Rg3+, and White mates in three moves.



32 Rd5+!!

A new sacrifice, exposing the king even further.

32 ... exd5 33 Qh5+ Kxf4

Otherwise follows an "epaulette" mate with the queen on the squares e5 or g5.

34 Rf1+ Bf2

This sole defence unsettles White and he loses the thread of the attack.

35 Rxf2+ Ke3 36 Qe2+?

Letting slip the win, which was achieved by 36 Qh4!, after which the Black king already would not succeed in running away via the d4 square.

36 ... Kd4 37 Rf4+ Kc5 38 Qe3+ Kd6 39 Rf6+ Kc7 40 Rxc6+ dxc6 41 cxd5 ½:½

In its content, the following combination resembles the two previous ones. Likewise with a sac-

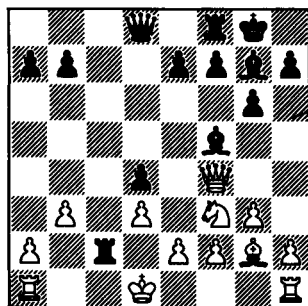
rifice of rook and bishop Black drives the enemy king towards his own camp and there deals with it.

23. Game Ending

White: **Rudakov**

Black: **Kotov**

(Tula 1929)



In the diagram position Black has an indisputable advantage; however White is now attacking the rook c2. If Black tries to consolidate his position on the c-file by 1 ... Qc7, then after 2 Rc1 follow exchanges, simplifying the position. A combination on the theme of extracting the White king from relative home "comfort" into an "open field" leads to a win.

1 ... Qa5!!

Beginning a series of sacrifices, calculated by Black to 13-14 moves.

2 Kxc2 Qc3+ 3 Kb1

It is not difficult to see that after 3 Kd1 Qxa1+, Black wins a pawn, while the White king then will not find a safe haven.

3 ... Bxd3+!

A new sacrifice, exposing the White king and beginning a pursuit of it.

4 exd3 Qxd3+ 5 Kb2 Qc3+ 6 Ka3

After 6 Kb1 d3 there is no defence against mate.

6... Qc5+

A little fine point. In the event of 7 Kb2 d3+ Black attacks the d4 square for a second time and deprives White of the chance to cover with the knight on d4.

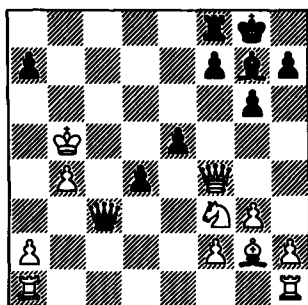
7 b4

It is not difficult to convince oneself of the fact that on 7 Ka4 b5+ it would be easy to administer mate.

7... Qc3+ 8 Ka4 b5+ 9 Kxb5

Mate would be unavoidable after 9 Ka5 Qc6. Now, at first sight, it is not so bad for White, since the b8 square is attacked by the White queen. However, now follows a decisive blow.

9... e5!!



This is the move which Black had to foresee when beginning the combination with the move 1 ... Qa5. The h2-b8 diagonal is

screened and the Black rook joins in the attack.

10 Qc1

It is quite bad to take on e5 with the knight because of 10 ... Rb8+.

10... Rb8+ 11 Ka6 Qxb4

Quietly, but sufficiently strong. There is no defence against mate. There followed...

12 Qc7 Qa4+ 13 Qa5 Qc6+ 0:1

We look now at examples of combinations where the active side achieves success in a mating attack with the help of sacrifices which demolish the position covering the enemy king.

24. King's Indian Defence

White: **Kotov**

Black: **Barcza**

(Stockholm 1952)

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 g3 0-0 6 Bg2 e5 7 Nge2 exd4 8 Nxd4 Nc6 9 Nc2 Be6

In a game from the same tournament, Steiner-Geller, the stronger 9 ... Ne5 was played. In this variation, Black must be energetic in counterattack, otherwise he, as in the present game, will find himself in a difficult position.

10 b3 Qd7 11 0-0 Bh3 12 f3 Bxg2 13 Kxg2 a6 14 Bb2 Na7

Barcza forestalls the seizure of the d5 square by White, but the knight is badly placed on a7. He should put the knight on e7 and then, after retreating the knight f6, prepare the liberating ... f5.

15 Qd2 b5 16 Ne3 c6 17 Rad1 Rad8 18 Ne2!

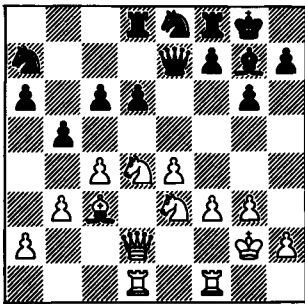
Beginning a forcing manoeuvre, which prepares a decisive combination. The threat is 19 Qa5 Qb7 20 e5! winning, since there is no square of retreat for the knight f6 [20 ... Nh5 21 g4].

18 ... Qc7 18 Bc3 Qe7

Losing is 19 ... Rd7 20 Qb2 Qd8 21 Qa3, or 20 ... Ne8 21 Bxg7 Nxg7 22 Ng4.

20 Nd4 Ne8

It seems that Black has defended himself against the deadly blow 21 Ndf5. But also this retreat of the knight does not help, since now White carries out a beautiful combination with the sacrifice of a piece.

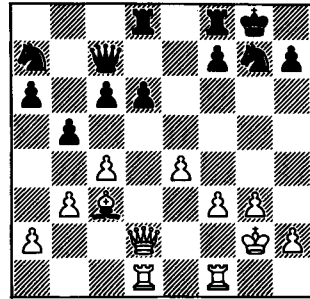


21 Ndf5! gxf5 22 Nxf5 Qc7

The same combination follows the retreat of the queen to d7 or b7.

22 ... Qe6 is also losing, in view of 23 Bxg7 Nxg7 24 Qg5 Qe5 25 Nh6+! Kh8 26 Qxe5 dxe5 27 Rxd8 Rxd8 28 Nxf7+ followed by 29 Nxd8.

23 Nxg7 Nxg7



24 Bf6!!

An effective move, made possible principally because the Black knight a7 is excluded from play. The bishop on f6 prevents the advance of the f7 pawn and allows White to bring up his reserves for the attack.

It should be mentioned that the knight sacrifice was calculated accurately, since White's attacking forces arrive in time at the place of battle, move by move.

24 ... Kh8

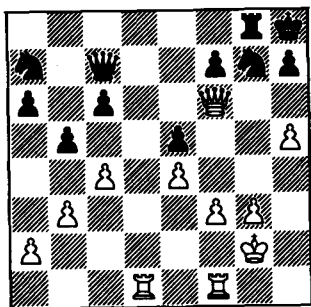
If 24 ... Ne6, then 25 f4! Rfe8 [25 ... h6 26 f5 Ng5 27 Bxg5 hxd5 28 Qxg5+ and 29 Rf4] 26 f5 Rd7 27 Rf4 h6 28 Rg4+ Kh7 29 Qxh6+ Kxh6 30 Rh4 mate.

25 Qg5 Rg8 26 h4!

Simple and strong. There is no defence against the march of the pawn to h6. Black tries to break out of the vice, by making material sacrifices.

26 ... Rde8 27 h5 Re5! 28 Bxe5 dxe5 29 Qf6!

The queen takes the place of the bishop. It both paralyses all Black's forces, and keeps up the threat of h6.



29 ... Nc8 30 h6 Ne7 31 Rd2!
1:0

The game was awarded a special prize for beauty.

Another game on the same theme. The path for the White pieces to the Black king is laid through interesting sacrifices.

'25. Nimzo-Indian Defence

White: **Kotov**

Black: **Keres** *228*
(Budapest 1950)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 a3 Bxc3+ 5 bxc3 Nc6

One of the systems of defence which was in fashion at the time. It does not seem reliable to me. In my view, more prospects are offered by 5 ... 0-0, 6 ... d6 and 7 ... e5, or 5 ... c5.

6 f3 b6 7 e4 Ba6 8 e5!

Geller, against Smyslov in the 17th USSR Championship 1949, played 8 Bg5 h6 9 Bh4, which allowed Black to obtain the better position. The move made in the present game is stronger. White

thrusts back the Black knight and opens an important diagonal for his white-squared bishop.

8 ... Ng8 9 Nh3 Na5 10 Qa4 Ne7 11 Bd3 0-0

Although grandmaster Keres was reproached for this move, which gives White the chance to create a dangerous attack on his king, it is difficult to recommend anything better. Thus, for example, it is dangerous to play ... c5, in view of the manoeuvre Ng5-e4. All this points to the doubtful nature of the strategical plan with the moves 5 ... Nc6, 6 ... b6 and 7 ... Ba6.

12 Bg5!

The first of a series of energetic attacking moves, giving White the advantage. White principally forestalls the possibility of the move ... d5, on which follows 13 Bb1 and 14 Qc2. Generally speaking there is time for Black to defend himself against this threat.

12 ... h6

12 ... Qe8 was stronger. Then White could continue 13 Rd1, so as on 13 ... d5 to exchange on e8 and capture on d5; but he had available also a more promising continuation in 13 Be4 Rc8 14 c5.

13 Bh4 d5?

This is already a losing mistake. The only means of defence was again 13 ... Qe8, but even then White would stand better.

14 Bb1!

Keres apparently did not foresee this beautiful retreat. It becomes very difficult for Black to defend his

king's flank.

14 ... g5

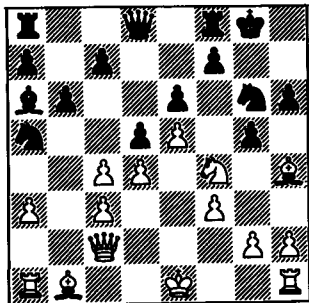
Considerably weakening the king's flank, but Black already has no choice.

If 14 ... Bxc4, then 15 Qc2 g6 16 Bf6, and it is not apparent how the Black king's position can be defended. In deciding upon the move 14 ... g5, Keres hoped to "seal" his position by placing the knight on g6. However, a surprise awaits him.

15 Qc2 Ng6

Or 15 ... Nf5 16 Bf2 and then 17 g4, winning a piece or obtaining an irresistible attack.

16 Nf4!!



An unexpected, effective blow. The knight g6 is eliminated and the White pieces gain access to the enemy king.

16 ... gxh4

No better either are the remaining continuations. After 16 ... Qe8 17 Nh5! Qc6 18 Nf6+ Kg7 19 cxd5 exd5 20 Bg3, Black is not able to defend himself in view of the threat h4. Neither is there any salvation in the sacrifice of the queen for two

pieces - 16 ... gxf4 17 Bxd8 Rfxd8 18 cxd5, and White's material advantage becomes decisive.

17 Nxg6 Re8

Practically speaking, 17 ... f5 was stronger, sacrificing the exchange. Now, however, White's attack is decisive.

18 Nh8!

A new combinational blow. The knight bursts into Black's camp at h8 and on its heels are the White queen and bishop b1. The pawn cover on the king's flank is blown up and there begins a chase of the Black king all over the board.

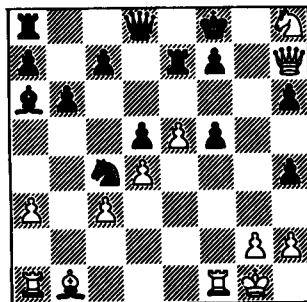
18 ... Re7

In the event of 18 ... Kf8, decisive is 19 Nxf7! Kxf7 20 Qh7+ Kf8 21 Bg6 with mate.

19 Qh7+ Kf8 20 f4!

Bringing up the reserves for the attack. The Black king does not succeed in hiding, since, on 20 ... Ke8, decisive is 21 Nxf7! Rxf7 22 Bg6 Qe7 23 0-0 followed by 24 f5 or 24 Qg8+.

20 ... Nxc4 21 f5! exf5 22 0-0!



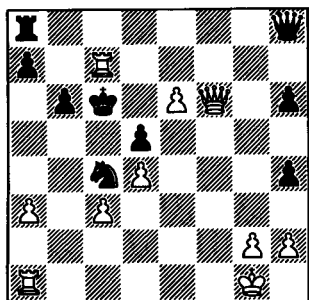
All these moves did not even require particular calculation in

view of the bad position of the Black king. No help now is 22 ... Ne3, since on this follows simply 23 Rf3! and Black can resign.

22 ... Bc8 23 Bxf5 Bxf5 24 Rxf5 Ke8 25 Rxf7 Kd7 26 Qf5+ Kc6 27 Qf6+ Kd7 28 e6+ Kc6

Or 28 ... Kd6 29 Rxe7 Qxe7 30 Nf7+ winning the queen.

29 Rxe7 Qxh8 30 Rxc7+!



In this position White has many ways to win, but this beautiful way is the shortest. It is bad to take the rook in view of 31 Qe7+ Kc8 32 Rf1.

30 ... Kb5 31 Qe7 a5 32 Qd7+ Ka6 33 Rb1 1:0

If 33 ... Qe8, then 34 Ra7+, while on 33 ... Nxa3 follows 34 Rxb6+ with mate.

26. Nimzo-Indian Defence

White: **Kotov** (15)

Black: **Tolush**
(Parnu 1947)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 Qc2 0-0 5 Bg5

5 Nf3 is more careful here, but the text move is also possible.

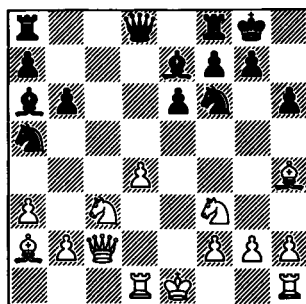
5 ... c5 6 e3 h6 7 Bh4 cxd4 8 exd4 Nc6 9 Nf3 Be7

Bad, of course, is 9 ... g5 10 Bg3 g4 11 Ne5 Nxd4 12 Qd1 and then 13 Nxc4.

10 Rd1 d5 11 a3 b6 12 Bd3 dxc4

After 12 ... Ba6 13 Bxf6 Bxf6 14 cxd5 Bxd3 15 Qxd3 exd5 16 0-0, there remains a small advantage for White.

13 Bxc4 Na5 14 Ba2 Ba6?



This thrust with the bishop is incorrect. 14 ... Bb7 15 Ne5 is right, leading to a normal position of the Queen's Gambit Accepted. Bad is 15 ... Bxg2 16 Rg1 Bb7 17 Bb1 Re8 18 Nxf7.

15 Bxf6! Bxf6

Taking with the pawn on f6 would lead to a rout by 16 Bxe6 Kg7 17 Nh4 Re8 18 d5, or the more simple way 16 Bb1 f5 17 g4!

16 b4 Nc4

A complicated game is obtained after 16 ... Rc8 17 Bb1! g6 18 bxa5 Qc7 19 Rc1 e5, though even then, in my opinion, it is not difficult for White to retain the advantage by giving back the piece at the right time.

17 b5 Bb7

Even worse for Black is 17 ... Nxa3 18 Qa4, and White succeeds in castling.

18 Bxc4 Rc8

Likewise the preliminary capture on f3 offers nothing since after 18 ... Bxf3 19 gxf3 Rc8 20 Ne4! White manages to defend everything.

19 Be2 Qc7 20 Rc1 e5

Black has a miserable position after 20 ... Bxf3 21 Bxf3 Bg5 22 Bc6 Bxc1 23 Qxc1 Qd6 24 Ne2 a6 25 Qb2.

21 Nxe5 Bxg2

Leading to an open g-file, along which White develops a crushing attack. However, there is already nothing better. Also bad is 21 ... Bxe5 22 dxe5 Qxe5 23 0-0 Rxc3 24 Qxc3 Qxe2 25 Qb4.

22 Rg1 Bb7 23 Qf5 Qd6

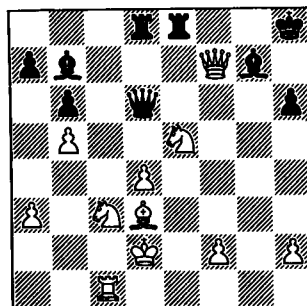
After this, White's attack is irresistible. Even the better 23 ... Bg5 does not help in view of 24 f4 Bh4+ 25 Kd2.

24 Bd3 Rfe8 25 Kd2 Rcd8 26 Rxc7+!

White could play differently, but this combination decides the game

in the simplest way. Black's pawn cover is destroyed and the White pieces attack the exposed Black king with enormous force. The rook can only be taken by the bishop, since after 26 ... Kxg7 27 Qh7+ and 28 Qxf7 follows mate.

26 ... Bxc7 27 Qxf7+ Kh8



28 Rg1!

Getting ready for a new sacrifice on g7. However, in this position there are already many ways to victory.

28 ... Re7 29 Ng6+ Qxc6 30 Qxc6 Kg8 31 Qh7+ Kf8 32 Rxc7!

All the same, consistently opening up the Black king.

32 ... Rxc7 33 Qh8+ Rg8 34 Qf6+ Ke8 35 Bc4 1:0

3: Tactical Blows

In chess, as in life, besides the necessary there will also be the accidental. Sometimes in a very well thought out plan, in a very deeply calculated variation, one is suddenly faced with a surprise, an unforeseen possibility, which in no way arises from the process of changing chess positions. Of course there must be a definite positional basis for the existence of such moves, but the fact that these moves are to be found namely in a given position is accidental.

The chessplayer, together with the ability to accurately calculate logical, forcing variations, must be able to detect such surprising tactical possibilities, for they could very decisively influence the course of the chess battle. We do not intend in the present book to dwell at length on this question and refer those who wish to know about tactical blows in more detail, to the book *The Chess Legacy of A.A. Alekhine* - Volume 1, where this question is investigated in depth. Now, however, we look at games where the tactical blow plays an important role. At first we examine games where a tactical blow helps the attacking side. We consider three such games, while in the chapters on attack and defence the reader will manage to see time and again how tactics influence the course of attack and defence. Then we look at several examples of chess traps in games with mutual tactical complications. Likewise, the question will be dealt with as to how tactical blows help a player solve important strategical problems.

In the following game, a surprising knight move instantly decides the outcome of an attack by Black on the queen's flank.

27. *Queen's Gambit*

White: **Donner** 21

Black: **Kotov**

(Venice 1950)

1 d4 d5 2 c4 e6 3 Nc3 c6 4 Nf3 Nf6 5 Bg5 dxc4

This variation was introduced into tournament practice by M.

Botvinnik.

6 a4

The main problem variation of this opening consists of the moves 6 e4 b5 7 e5 h6 8 Bh4 g5 9 Nxc5 hxc5 10 Bxc5 Nbd7, after which there were many attempts to loosen Black's position with the moves 11 Be2, 11 Qf3 and 11 g3.

All the same, practice has shown that Black retains good play thanks to the strong pawn mass on the queen's flank. Master Donner employs a new move, worked out in

Holland and tested in a series of games. This move has a healthy positional basis - White, before winning back the c4 pawn, prevents the creation of a pawn chain on the queen's flank.

6... Bb4 7 e4 Bxc3+

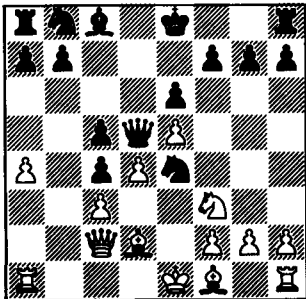
A questionable move. Wishing to avoid the opponent's home preparations, Black sets out on a risky path.

After the exchange of the bishop, the dark squares in Black's camp are very weak, and on these the White pieces could easily invade. In later games played with this variation, Black avoided the immediate exchange on c3.

8 bxc3 Qa5 9 e5 Ne4 10 Bd2?

An incomprehensible retreat. After the natural 10 Rc1, with the subsequent development Be2, 0-0, it would not be easy for Black to defend himself. In particular, it would be unfavourable to take the bishop g5, since then the knight f3, via e4, gets to d6 [here are the weakened black squares!].

10... Qd5 11 Qc2 c5!



Black cannot lose any time: a

static position is not in his favour, and he must change it as soon as possible to a dynamic one. A period of sharp tactical complications begins, where surprising blows are about to take place.

12 Be3 Nc6 13 Be2 cxd4

In such positions a player must calculate the variations accurately, for any slip here is tantamount to ruin. Black weakens the c4 pawn, having in mind a concrete variation.

The same variation was also examined by White: however he failed to take into account one hidden fine point.

14 cxd4 Nb4 15 Qc1 c3 16 0-0 Bd7 17 Ne1

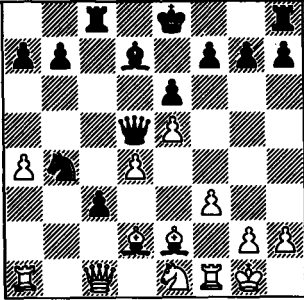
Things seem perfectly clear: White will now play 18 f3, forcing the knight e4 to go to d2, then after an exchange on d2, the queen will be played to g5 and begin an attack by f4 [of course, after first defending the d4 pawn].

All this looks all right for White, but ... tactics intervene. A surprising tactical blow helps Black to lead the attack, begun on the queen's flank, to a successful conclusion.

17... Rc8 18 f3 Nd2 19 Bxd2

Donner had reckoned on the continuation 19 ... cxd2 20 Qxd2 Nc6 21 Rd1 Na5 22 Qg5! [also possible is 22 Qb4 with a quiet game] 22 ... 0-0 23 f4! Bxa4 24 Rd3 with an attack.

Black's next move comes like a bolt from the blue.



19 ... Na2!!

Here is the tactical blow!

Accurate calculation by Black showed that now in all variations Black remains with a great advantage. Here are these variations:

- 1) 20 Qa3 cxd2 21 Rxa2 dxe1(Q) 22 Rxe1 Qxd4+ and 23 ... Qxe5.
- 2) 20 Qc2 Qxd4+ 21 Kh1, after which sufficiently good for Black are both 21 ... cxd2 22 Qxa2 dxe1(Q) 23 Rfxe1 Bc6 [worse is 23 ... Qxe5 24 Bb5] with an extra pawn and a good position, and 21 ... Nb4 22 Qe4 Qxe4 [also possible is 22 ... Qxd2] 23 fxe4 cxd2 24 Nf3 Nc2, or 22 Bxc3 Nxc2 23 Bxd4 Nxd4 - in both cases with an easily winning ending for Black.
- 3) 20 Qb1 Qxd4+ 21 Kh1 cxd2 22 Nc2 Qxe5, and wins.
- 4) 20 Qd1 Qxd4+ 21 Kh1 Qxd2 22 Qxd2 cxd2 23 Rxa2 dxe1(Q), and Black has the better position and an extra pawn.

Donner therefore decides to sacrifice the exchange, at the same time setting the opponent a cunning trap.

20 Rxa2 Qxa2 21 Bg5

A cunning trap. If he now takes the bishop e2, then 22 Qa3 leads to mate.

21 ... h6! 22 Bd3

Other moves are just as hopeless. In the event of 22 Bh4, Black could already take the bishop e2, since now on 23 Qa3 he has the reply 23 ... g5.

22 ... hxg5 23 Qxg5 Qd2

The simplest way to beat off White's hasty attack. In the event of 24 Qxg7 Rf8, White is in no position to hold back the advance of the c3 pawn, without sustaining new material losses.

24 f4 Bc6!

The last tactical nicety. In the event of 25 Qxg7, then 25 ... Qe3+ 26 Kh1 Qh3! 27 Nf3 Bxf3 28 Bb5+ Rc6! leads to victory.

25 Qg3 g6 0:1

In the next game a little tactical nicety helps White to exploit a mistake by the opponent.

28. Queen's Gambit

White: **Kotov**

Black: **Euwe** (^{h7}_{g7})

(Groningen 1946)

1 d4 d5 2 c4 e6 3 Nf3 Nf6 4 Nc3 Nbd7 5 cxd5 exd5 6 Bf4 c6 7 e3 Nh5 8 Bg5 Be7 9 Bxe7 Qxe7 10 Bd3 Nf4 11 0-0 Nxd3 12 Qxd3 0-0

White has played the opening of the game indifferently and allowed the opponent to achieve full equality.

13 Rfe1 Nf6 14 Ne5 Ne8

A cunning move. If White now limits himself to passive manoeuvres, then by means of ... Nd6 and ... Bf5 Black soon takes the hegemony in the centre, whereas the White knight will be driven away from e5 by ... f6.

Striving to not let this happen, White decides on an advance in the centre, which, though it creates an isolated pawn on d4, in return immediately makes all his pieces more active.

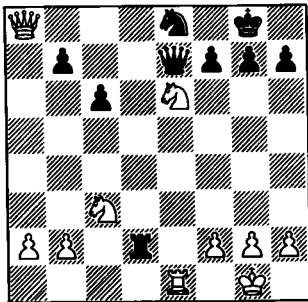
15 e4 dxe4 16 Qxe4 Be6 17 Rad1

17 Nxf7 does not work because of 17 ... Kxf7! 18 Qxh7 Nf6 or 18 d5 cxd5 19 Nxd5 Nf6.

17 ... Rd8 18 Nd3 Nf6 19 Qe5 Rd6 20 Nf4 Rfd8 21 Qa5 Rxd4

Submitting to an exchange of the d4 pawn for that on a7. The other way, 21 ... b6, also does not rid Black of the cramped state of his pieces.

22 Rxd4 Rxd4 23 Qxa7 Rd2 24 Qa8+ Ne8 25 Nxe6



25 ... Rxb2?

A mistake which loses the game

at once. After the correct reply 25 ... fxe6, White could continue the offensive both by 26 Ne4 Rxb2 27 Nd6 Qxd6 28 Qxe8+ Qf8 29 Qxe6+ Kh8 30 Qf5, and the simple 26 h3.

26 Qd8

Winning a piece. The tactical blow with the queen is not complicated, and one can only be surprised that the former world champion in the heat of battle did not notice it.

26 ... Qxd8 27 Nxd8 Kf8 28 g3 g6 29 Ne4 h6 30 Nc5 Nd6 31 Rd1 Ke7 32 Ndx b7!

The simplest. First of all White transposes into a rook v. knight endgame, and after that into a pawn ending, where his distant passed pawn easily decides. The end of the game is simple and clear.

32 ... Rxb7 33 Nxb7 Nxb7 34 Kg2 Nd6 35 Kf3 Kd7 36 Kf4 f6 37 h4 c5 38 Rb1 Kc7 39 Rb2 Nb7 40 Ke4 Kc6 41 Rxb7! f5+ 42 Kd3 Kxb7 43 Kc4 Kb6 44 f4 Kc6 45 a4 1:0

Yet another example on this theme. Here also, tactics help the attacking side.

29. Queen's Gambit

White: **Kotov**

Black: **Tartakover**

(Stockholm 1948)

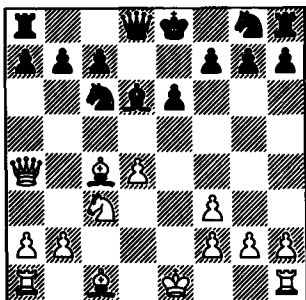
1 d4 d5 2 c4 Nc6 3 Nf3 Bg4

A system of development that was frequently employed by M.

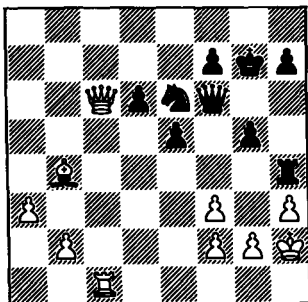
Chigorin. The following sacrifice of a pawn for the initiative was suggested by world champion A. Alekhine.

4 Qa4 Bxf3 5 exf3 e6 6 Nc3 dxc4 7 Bxc4 Bd6

Taking the d4 pawn is dangerous, since then White's pieces develop strong pressure, particularly because the opponent's forces on the king's flank have still not left their original squares. But also the move made by Black is bad. It allows White, with the help of an original tactical blow, to obtain a considerable positional advantage.



Tartakover has cleverly thrown all his pieces against the White king and created unpleasant threats. White has to play very carefully.



29 Bxd6 g4 30 fxc4 Qf4+ 31 g3

Time-trouble prevents White from finding the right way to victory. Winning at once was 31 Kh1 Nd4 32 Qc5! Rxh3+ 33 gxh3 Qf3+ 34 Kg1 Ne2+ 35 Kh2 Nxc1 36 Qxe5+, or 32 ... Nf3 33 gxf3 Rxh3+ 34 Kg1! Now, however, Tartakover finds a way to drag on resistance.

31 ... Qxf2+ 32 Qg2 Rxh3+ 33 Kxh3 Ng5+ 34 Kh2 Nf3+ 35 Kh1 Qe3 36 Qc2! Nd4 37 Bxe5+!

In very severe time trouble, White defends himself accurately. Only the bishop sacrifice can prevent perpetual check. On 37 Qc3 would follow the unpleasant 37 ... Qe4+ 38 Kh2 Nf3+ and White will not avoid perpetual check.

37 ... Qxe5 38 Qc3

Now, however, the knight is pinned and White has time to consolidate his ragged forces.

38 ... Qe4+ 39 Kh2 Kg6 40 Rf1

Qe2+ 41 Kg1 Qxg4 42 Qd3+ f5 43 Kg2

Material advantage makes a win for White inevitable. It is only necessary for White to hide his king on the queen's flank, which requires a certain amount of time.

43 ... Ne6 44 Qf3 Qg5 45 Re1 Qd2+ 46 Re2 Qd6 47 Qe3 Ng5 48 Qe8+ Kh6 49 Qb5 f4

Or 49 ... Ne4 50 Qxf5 Qxg3+ 51 Kf1 Ng5 52 Rg2 Qh4 53 Qxg5+.

50 gxf4 Qxf4 51 Qc6+ Kh5 52 Qe8+ Kh4 53 Rf2 Qg3+ 54 Kf1 Qh3+ 55 Ke2 Qg4+ 56 Kd3 Ne6 57 Qe7+ Kg3 58 Qa7 Qd1+ 59 Kc3 Qe1+ 60 Rd2 h5 61 Kc2 Nf4 62 Qg7+ Kf3 63 Qb7+ Kg3 64 a4

The White king is safe and now the a-pawn's advance is decisive.

64 ... Qe5 65 Qb3+ Kg4 66 Qg8+ Kf5 67 Qc4 Qe3 68 a5 h4 69 Qc8+ Kg5 70 Qg8+ Kf5 71 Qc8+ Kg5 72 Qg8+ Kf5 73 Qh7+ Kg4 74 a6 Qc5+ 75 Kb1 Qc4 76 Qd7+ Kg5 77 a7 Qe4+ 78 Ka2 Qc4+ 79 b3 Qa6+ 80 Qa4 Nd3 81 Qxa6 1:0

In the next game the outcome of the struggle is decided by a cunning trap, into which Black falls at a moment when his difficulties were far behind him.

30. King's Indian Defence

White: **Kotov**

Black: **Gligorić**

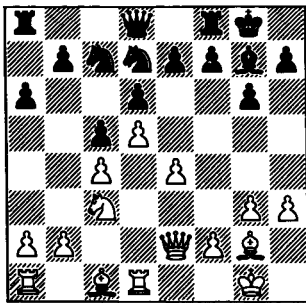
(Saltsjöbaden 1952)

(24 r)

**1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 g3
0-0 5 Bg2 d6 6 Nf3 c5**

The variation with ... c5 has become very fashionable in tournaments of recent years. This system of development has great positional foundation: Black avoids closing the a1-h8 diagonal for his bishop. After the virtually forced d5, Black is also ready to carry out an opening of lines on the queen's flank and obtains there a serious attack, supported by the powerful bishop g7.

**7 d5 Na6 8 0-0 Nc7 9 e4 Bg4 10
h3 Bxf3 11 Qxf3 a6 12 Qe2 Nd7
13 Rd1**



Such a position is very difficult to play for both sides. Grandmaster Gligorić knows the present variation well and has tested it many times in practice. I, however, did not have sufficient experience in playing this position. Indeed this could explain the fact that White did not now prevent the move ... b5 by 13 a4!

13 ... b5!

A witty sacrifice of a pawn, which, admittedly, has already been met many times in tourna-

ment games. For the pawn, Black obtains serious pressure on the open a or b files, which is particularly unpleasant for White because his queen's flank is still undeveloped.

**14 cxb5 axb5 15 Nxb5 Nxb5 16
Qxb5 Qc7!**

A good move. It is bad for White to reply 17 Qc6, because of 17 ... Qa7.

17 Qc4 Rfb8 18 Qc2 Qa7!

Gligorić displays an excellent understanding of the position. He transfers the queen to a4, in order to exchange the White queen - the only piece defending and cementing the queen's flank.

**19 a3 Qa4 20 Qxa4 Rxa4 21 Ra2
c4 22 Bf1 Nc5 23 f3 Na6**

Having achieved an excellent position, Gligorić wants to play for a win and underestimates all the defensive resources of the opponent. By continuing the offensive with 23 ... Rb3 and 24 ... Nd3, Black would obtain a draw without difficulty, whereas now there is trouble in store for him.

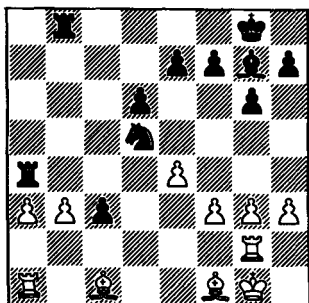
**24 Rd2 Nb4 25 Ra1 c3 26 Rg2
Nxd5**

The last inaccuracy. Even now, after 26 ... cxb2 27 Bxb2 Nc2!, Black could achieve a draw. The move made by him meets with a surprising tactical refutation.

27 b3!

A "little" move with great consequences. White moves the pawn away from b2 and thereby prevents the fork on b2. Now two Black

pieces are attacked and one of them falls.



27 ... Rxb3 28 exd5 Ra5 29 Bc4 Rb8 30 Rc2 Rc5 31 Be2 Rxd5 32 Kf2 Ra5 33 f4 d5 34 Raa2 e6 35 a4

In time-trouble, White plays inaccurately. Best was 35 Bd3, followed by 36 Ra1, 37 Rca2, 38 Rb1. In this case, Black should defend by 35 ... Rb3, ... f6 and ... e5. He ought to have carried out this plan in the game.

35 ... d4 36 Bc4 Rc8 37 Bd3 h5 38 Ke2 Rd8 39 Bc4 Rc5 40 Bd3 Ra5

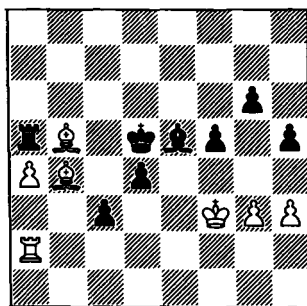
In this position, the game was adjourned. Analysis showed that White achieves the win without particular difficulty.

41 Ra1 e5 42 Rca2 f5 43 fxe5 Bxe5 44 Kf3 Rb8 45 Rb1 Rxb1 46 Bxb1 Kf7 47 Bd3 Ke6 48 Bc4+ Kd7 49 Bb5+ Kd6 50 Ba3+

Making the win more difficult, which was easily achieved by 50 Ke2 Bxg3 51 Kd3 with a future advance of the a-pawn.

50 ... Kd5 51 Bb4?

Just like Black 25 moves ago, White does not notice a witty tactical blow by the opponent. Even here the correct 51 Be7! leads to victory, whereas now the game ought to end in a draw.



51 ... Rxb5! 52 axb5 Kc4

Brilliantly played by Gligorić. Black is a whole rook down, in return his central pawns are so dangerous that already White has to look for a way to save himself. Fortunately for him, there is still a draw.

53 Be7! Kxb5?

After the correct 53 ... d3! it is not easy for White to hold back the opponent's pawns, for example, 54 Bg5? f4! or 54 b6? Kb3, leaving Black with chances of a win. All the same, by continuing 54 Ra8!, White achieves a drawn result after 54 ... c2 55 Rc8+ Kb3 56 Ke3 etc.

54 Ke2! Kc4 55 Ra4+ Kb3 56 Ra5!

This fine point was not taken into account by Gligorić in his calculations. The rook is transferred to the d-file and also at the same time keeps the bishop e5 in

combat. By now there is no doubt about White's victory, though to achieve it he has to steer clear of the last underwater reef.

56 ... Kc2 57 Rd5

Mistaken was 57 Rxe5? d3+ 58 Ke3 d2 59 Rd5 d1(Q) 60 Rxd1 Kxd1 61 Kf4 c2 62 Ba3 c1(Q) 63 Bxc1 Kxc1 64 Kg5 Kd2 65 h4 [65 Kxg6 h4! with a draw] 65 ... Ke3 66 Kxg6 f4 with a drawn outcome.

57 ... Bg7 58 h4 Bh8 59 Bd8 Be5 60 Bb6 Bxg3 61 Bxd4 Kb3 62 Rc5 Bxh4 63 Rxc3+ Kb4 64 Rc6 g5 65 Rh6 Kc4 66 Bf6 1:0

Also in the next game the outcome of the struggle is decided by a surprising trap.

31. Grünfeld Defence

White: **Kotov**

Black: **Pogrebisky**

11th USSR Championship
(Leningrad 1939)

1 d4 Nf6 2 c4 g6 3 g3 d5 4 cxd5 Qxd5 5 Nf3 Bg7 6 Bg2 0-0 7 Nc3 Qh5 8 h3 Qa5 9 Qb3 Na6 10 Bd2 Be6

White has not played the opening of the game in the best way, and Black has no opening difficulties.

11 Qc2 Nb4 12 Qc1 Qa6 13 0-0 Nbd5 14 Ng5 Nxc3 15 Bxc3 Bc4 16 Re1 h6

An exchange of the e2 for the e7 pawn after 16 ... Bxe2 17 Qe3 Bc4 18 Qxe7 would be a more apt strategical decision.

17 Ne4 Nxe4

But here 17 ... Bxe2? 18 Nc5 Qb5 19 a4 costs Black a piece.

18 Bxe4 Rad8

A groundless attempt to play for a win. After 18 ... Bxe2 19 Bxb7 Qxb7 20 Rxe2 e6 and ... c5 the game ought to have been a draw.

19 Qe3 Qb6 20 Red1 c6 21 b3 e5

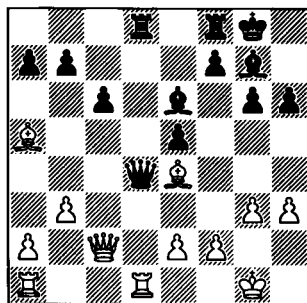
A cunning blow, which meets with a no less cunning refutation.

22 Qd2!

A double attack. The bishop c4 is still attacked and at the same time 23 Ba5 is threatened.

Pogrebisky, on calculating the variations, did take into account this move, but he did not notice White's trap on the 24th move.

22 ... Be6 23 Ba5 Qxd4 24 Qc2!



The Black queen is trapped in the middle of the board. The rest is simple.

24 ... Qxd1+ 25 Rxd1 Rxd1+ 26 Qxd1 Bxh3 27 Qd6 Re8 28 Bc3 Bc8 29 Qc7 a6 30 Bd3 1:0

We now look at how tactical blows can help to solve very complicated strategical problems.

32. Nimzo-Indian Defence

White: **Kotov**

Black: **Golombek**

(Venice 1950)

**1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 a3
Bxc3+ 5 bxc3 d6 6 f3 e5**

In reply to the sharp move of Sämisch, 4 a3, Black chooses a quiet system of defence, the point of which lies in the struggle for the central squares e5 and d4. By constructing a solid pawn skeleton in the centre, Black aims to restrict the advance of the opponent's pawn mass. From now on White will be struggling to break through this defensive construction of the opponent, while Black will try to consolidate it.

In recent years, many new methods of struggle against the Sämisch system have been devised. The most popular of these [why White now rarely makes the move 4 a3] is the system with ... b6, ... Nc6-a5 and ... Ba6, in which Black, without delay, "pesters" the weak White c4 pawn.

**7 e4 Nc6 8 Be3 b6 9 Bd3 0-0 10
Ne2 Ba6 11 Ng3 Qd7?**

An incorrect move. The queen is badly placed on d7 and allows White to carry out an original pawn manoeuvre, which secures him an enormous positional advantage. He should continue 11 ... Na5 or, if Black wants to transfer the queen to a4, then 11 ... Qe8.

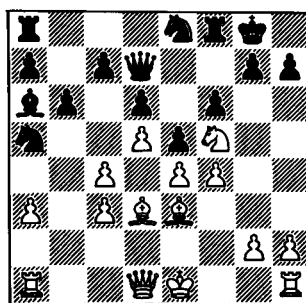
12 Nf5 Ne8 13 f4 f6 14 d5

White has to do something in

the centre, otherwise Black goes over to a dangerous counterattack by 14 ... Na5 15 Qe2 Qa4. White therefore decides to lock the centre, setting on the way a witty tactical trap.

14 ... Na5?

Master Golombek does not notice the threatened dangers, otherwise he would have retreated the knight to b8, reconciling himself to a difficult, but nevertheless defensible position. 14 ... Ne7 was also possible, though then 15 Nxe7+ Qxe7 16 f5 with a subsequent g4 and h4 would give White a very dangerous pawn storm on the king's flank.



15 c5!

Tactics in the service of strategy. A little tactical "trick" allows White to turn the weak c4 pawn into a threatening outpost on c6. This blow practically decides the outcome of the battle, since White's strong pawn chain separates the opponent's pieces. Disconnected, they become incapable of further resistance.

15 ... Bxd3 16 c6 Qd8 17 Qxd3

g6 18 Nh6+ Kg7 19 f5! g5

In the vain hope, after 20 Ng4 h5, to subsequently lock the king's flank, which would force a draw. White's reply shows that his mood is far from peaceful.

20 h4! Nb3

In the event of the acceptance of the piece sacrifice, 20 ... Kxh6, the win is achieved by 21 hxg5+ Kg7 22 g6 Rh8! [the only move; after 22 ... hxg6 23 Bh6+ Kg8 24 Bxf8 a victory for White is beyond question] 23 Bh6+ Kg8 24 Qg3 Ng7 25 Bxg7 Kxg7, and now there are two possible paths:

1) 26 gxh7+ [but not 26 Rxh7+? Rxh7 27 gxh7+ Kh8] 26 ... Kf8 27 Rh6 Qe7 [28 Rg6 was threatened] 28 Qh4 Ke8 29 Kf2, and it is difficult for Black to prevent the threat 30 Rh1 followed by 31 Rg6.

2) 26 Rh6! Qe7 [26 ... Kxh6 27 g7! Qe8 28 gxh8(Q) Qxh8 29 Kf2 with the unavoidable 30 Rh1+] 27 Ke2 Kf8 28 Rah1, and Black is defenceless against the threat 29 Rxh7.

In all these variations a decisive role is played by the c6 pawn, paralysing the movement of Black's pieces.

21 Rb1 Nc5 22 Bxc5 dxc5 23 Qg3 Kh8

Also this time 23 ... Kxh6 loses after 24 hxg5+ Kg7 25 gxf6+ Kh8 [or 25 ... Kxf6 26 Rxh7 with unavoidable mate] 26 Rxh7+ Kxh7 27 Qg6+ Kh8 28 Ke2, and there is no saving himself from the mate by 29 Rh1+.

24 hxg5 fxg5 25 Ng4 Nf6 26

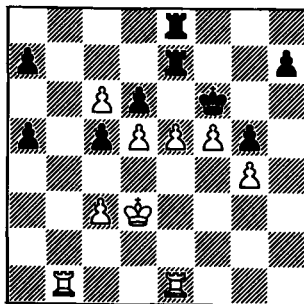
Qxe5 Qd6

Leading to mate is 26 ... Qe8 27 Nxf6 Qxe5 28 Rxh7. Now, however, the exchange of queens and knights is forced, after which the rook ending is won without difficulty for White thanks to the menacing c6 pawn.

27 Qxd6 cxd6 28 Nxf6 Rxf6 29 Kd2 Re8 30 Kd3 Kg7 31 a4!

Typical for rook endings. White opens the a or b files, on which his rook will invade the enemy camp with decisive effect.

31 ... Rf7 32 a5 bxa5 33 g4 Rfe7 34 Rhe1 Kf6 35 e5+!



A concluding tactical blow. In the event of the capture of the pawn on e5 [it does not matter with two or four rooks] the connected passed pawns d5 and c6 decide. If, however, Black takes on e5 with the rook and after 36 Rxe5 again with the rook [36 ... Kxe5 37 Re1+], then 37 c7 Re8 38 Rb8 wins.

Black saw this and therefore:
1:0

Another example on this theme.

33. *English Opening*

White: **Kotov**

Black: **Korchnoi**

22nd USSR Championship

(Moscow 1955)

**1 c4 c5 2 Nc3 g6 3 Nf3 Bg7 4 g3
Nc6 5 Bg2 d6 6 0-0 Nh6 7 b3 0-0
8 Bb2 f5 9 d3 e5**

Black has played the opening of the game energetically and has a good position. The only vulnerable place in his position is the d5 square, and from now on White builds his game on the exploitation of this central point.

10 Qd2 Ng4

This groundless thrust allows White to strengthen his position. He should complete the development of his pieces by 10 ... Nf7 and 11 ... Be6, so as to begin an offensive on the king's flank by ... g5-g4.

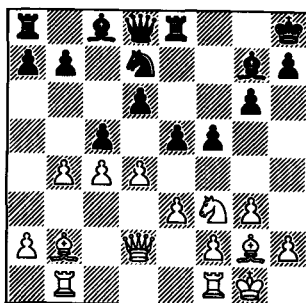
**11 Nd5 Ne7 12 Ne1 Bh6 13 e3
Nxd5 14 Bxd5+ Kh8 15 b4!**

In opening the b-file, White at the same time weakens the e5 square, so as at the decisive moment to exploit this with the move f4. Black has to acknowledge the failure of his thrusts ... Ng4 and ... Bh6 and return with the bishop to g7.

**15 ... Bg7 16 Rb1 Nf6 17 Bg2
Re8 18 Nf3 Nd7 19 d4**

A premature operation, as Black will brilliantly demonstrate. By methodically strengthening his position with 19 Bc3! and 20 Qb2, White could set the opponent pro-

blems which are difficult to solve.



**19 ... e4 20 Ne1 cxb4! 21 Qxb4
d5!**

Consolidating the centre and locking the a1-h8 diagonal. If White were now to play 22 c5, then his pieces would not have good play [the two bishops would be particularly downtrodden]. However, also the capture on d5 chosen by White gives Black an excellent position. Black has exploited the premature move 19 d4 with great skill.

**22 cxd5 Nb6 23 Nc2 Nxd5 24
Qb3 b6 25 Rfc1 a5**

The simple 25 ... Be6! was even stronger, though even now Black does not stand badly.

**26 Bf1 a4 27 Qb5 Ba6 28 Qc6
Ne7 29 Qc3 Nd5 30 Qd2 Bxf1
31 Kxf1 Qd7**

Preventing 32 Nb4? Qb5+ and intending to exploit the weakness of the white squares on the king's flank by means of the pawn sacrifice ... f4.

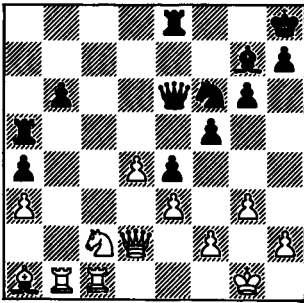
32 Kg1 Nf6

Korchnoi is carried away with the possibility of an attack on the

king - ... f4, ... Qh3, and ... Ng4 - and violates an important principle, formulated by A.Nimzovich: "The opponent's passed pawn must be blockaded". A cruel punishment for this follows. By playing 32 ... Rec8 Black maintains an excellent position.

33 Ba1 Qe6 34 a3 Ra5

Still pinning his hopes on ... f4 with a transfer of the rook to h5. Now follows a decisive blow by White.



35 d5!

White sacrifices a pawn, in order to open the way for several pieces at once: the bishop a1, knight c2, rook c1. After the revival of the White pieces, Black has to switch over to heavy defence.

35 ... Rxd5 36 Nd4 Qe7 37 Qb4 Qxb4 38 Rxb4 Ra8 39 Rxb6

The sacrificed pawn is regained, and White stands considerably better, since his pieces are more active and the rooks invade on the seventh rank.

39 ... Nd7 40 Rb7 Be5 41 Kg2

The sealed move, and, as will often be, not the best. Consider-

ably stronger was 41 Rcb1! with the threat 42 Ne6 Bxa1 43 Nc7.

41 ... Kg8 42 Rc6 Re8 43 h4

Perhaps he should not cede the important g4 square to Black. The natural 43 Bb2, with a subsequent attack on the a4 pawn, was better.

43 ... Rc5 44 Ra6 Nf6 45 Raa7 Ng4 46 h5

It is necessary for White to be attentive and not let the Black rooks into his camp. Thus bad would be 46 Rxb7 Rb8 with the threat 47 ... Rc1.

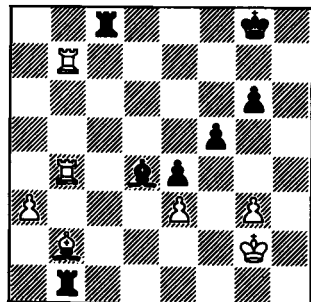
46 ... Rc1 47 Bb2 Rb1 48 hxc6 hxc6 49 Rxa4 Rc8

Inaccuracies by White have considerably sharpened the game. Thus now 50 ... Nxe3+ 51 fxe3 Bxd4 52 exd4 Rc2+ is threatened, with mate on the following move. White has to be very attentive towards his opponent's threats.

50 Rab4 Nxe3+?

Missing drawing chances after 50 ... Bxd4 51 Bxd4 Rxb4 52 Rxb4 Rc2 53 Rb2 Nxe3+! 54 Kh3 Rxb2 55 Bxb2 Nc4. Now, however, a piece is lost.

51 fxe3 Bxd4



52 Rb8!

Another tactical blow, not taken into account by Black.

52 ... Rxb8 53 Rxb8+ Kf7 54 exd4 g5 55 d5 Rd1 56 Rb7+ Kg6 57 Bc3

White accidentally touched the bishop and had to move it. Winning simply was 57 Rg7+ Kh6 58 Bf6.

57 ... Rxd5 58 a4 Rd1 59 Rb3 Rc1 60 Ra3 Rc2+ 61 Kf1 f4 62 g4 e3 63 Be1 Rh2 64 a5 Rh1+ 65 Ke2 Rh2+

Or 65 ... f3+ 66 Kxe3 Rxe1+ 67 Kxf3 and wins.

66 Kf3 Rh3+ 67 Kg2 Rh7 68 a6 Ra7 69 Kf3 Kf6 70 Bc3+ Ke6 71 Bd4 Ra8 72 a7 Kd5 73 Bf6 1:0

34. Nimzo-Indian Defence

White: **Geller**

Black: **Kotov**

(Zurich 1953)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 c5 5 Bd3 0-0 6 Nf3 d5 7 0-0 Nc6 8 a3 Bxc3 9 bxc3 dxc4 10 Bxc4 Qc7

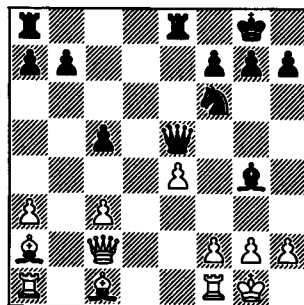
A variation of the Nimzo-Indian Defence, which has been analysed in detail by theoreticians in recent years and well tested in tournament practice. In the present position, many different moves have been tried for Black: 11 Ba2, 11 Bb2, 11 Qe2 etc., however not one of them gives White a significant advantage. The development of the queen on c2, employed by Geller, also rids

Black of any opening difficulties.

11 Qc2 e5 12 Ba2 Bg4 13 Nxe5

Also there is nothing in 13 d5 Ne7 14 c4 Bxf3, which occurred in the game Taimanov-Euwe, from the same tournament.

13 ... Nxe5 14 dxe5 Qxe5 15 e4 Rfe8



16 Bb1

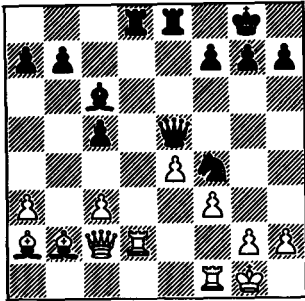
White pins his hopes on the advance f4 which cannot be realised and therefore this bishop move is a loss of time. He should limit himself to the move 16 f3 followed by 17 Bb2 and 18 c4.

If White really wants to strive for the advance of the pawn to f4, then he should try to do this by 16 Re1. Euwe, in the tournament book, recommends on this, 16 ... Nxe4 17 f3 Qxc3 18 Qxc3 Nxc3 19 Rxe8+ Rxe8 20 fxc4 Nxa2 21 Rxa2 Re1+, not noticing that, instead of 21 Rxa2?, 21 Bd2! leaves White with an extra piece. On 16 Re1, Black could reply 16 ... Bf5 17 f3 Rad8, retaining an excellent position.

16 ... Rad8 17 f3 Bd7 18 Bb2 Bc6 19 Ba2 Nh5 20 Rad1 Nf4

Black has mobilised his forces excellently and got ready to undertake active operations on the king's flank and on the d-file. Clearly, Geller wants to localise Black's activity to the only open file.

21 Rd2



White gets ready to seize the d-file by 22 Rfd1, after which all the advantage of Black's piece placement instantly vanishes. How can he prevent the doubling of White's rooks on the d-file?

21 ... Ba4!

A surprising tactical blow with the bishop helps solve this strategic problem; it was foreseen in good time by Black and refutes the unfortunate move of the rook to d2. Now it is clear that White's move, 21 Rd2, is a mistake and that it was necessary to double rooks on the d-file by 21 Rf2 and 22 Rfd2.

22 Qc1 Qg5 23 Bd5

The only defence against the two threats: 23 ... Rxd2 followed by 24 ... Nh3+, and 23 ... Nd3.

23 ... Nxd5

Only so. There is nothing in 23 ... Rxd5 24 exd5 Re2, because of 25 Rf2.

24 exd5 Rxd5 25 Rxd5 Qxd5 26 c4 Qd3

Black not only has an extra pawn, but also a considerable positional advantage, since the a3 and c4 pawns are weak. The realisation of the material advantage does not present any great difficulties.

27 Re1 f6 28 Rxe8+ Bxe8 29 Qc3 Qe2 30 Bc1 Bf7 31 Qd2 Qe7!

Only so. Mistaken would be 31 ... Qxc4? 32 Qd8+ or 31 ... Qxd2 32 Bxd2 Bxc4 33 Be3 b6 34 Bf4, and White wins back one pawn, obtaining good chances of a draw.

32 Qe3 Kf8 33 h4 Qxe3+ 34 Bxe3 b6 35 a4

Now already 35 Bf4 does not work, since after 35 ... Ke7 36 Bb8 Kd7 the a7 pawn is invulnerable.

35 ... Ke7 36 a5 Bxc4 37 axb6 axb6 38 Kf2 Kd6 39 Bf4+ Kc6 40 Ke3 Bf7 41 g4 b5 42 h5 b4 0:1

We go over now to an examination of games with mutual tactical complications.

In the following game, right after the opening the White and Black pieces find themselves involved in tactical strategems.

35. Queen's Gambit Accepted

White: **Kotov** (27)

Black: **Yudovich**

(Moscow Championship 1941)

1 d4 d5 2 c4 dxc4 3 Nf3 Nf6 4 e3 c5 5 Bxc4 e6 6 0-0 a6 7 Qe2 Nc6 8 Rd1 Be7

A theoretically well-known variation of the Queen's Gambit Accepted has been played. Black's last move cannot be regarded as the strongest. Theory recommends here as best 8 ... b5 9 dxc5 Qc7 or 9 Bb3 c4 10 Bc2 Nb4. However, as the reader will see, also the continuation chosen by Yudovich leaves Black good chances.

9 dxc5 Qc7 10 a3 Bxc5 11 b4 Bd6 12 Nbd2

Complicating matters unnecessarily. The simple 12 Bb2 and 13 Nc3 would offer the chance of a comfortable development of pieces, whereas now Black is first to seize the centre. In playing the knight to d2, White reckoned on the fact that the opponent would automatically reply ... b5, after which the knight d2 goes to b3 and then c5. Yudovich rightly refrains from the weakening of the queen's flank by the move ... b5.

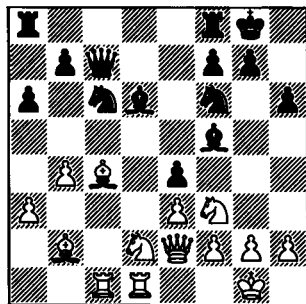
12 ... 0-0 13 Bb2 e5!

Now, in view of the threat 14 ... Bg4, he has to be attentive. The apparently energetic thrust of the knight, chosen by him, leads only to difficulties, whereas the quiet 14 Nf1 would still offer the possibility of defence.

14 Ng5 Bf5 15 Rac1 h6 16 Ngf3 e4

With this seemingly modest move, Yudovich provokes a storm on the board. The pieces of both

sides, in the course of the following 15 moves, develop furious activity, which in the end leads to the annihilation of nearly all the forces of both sides. The stratagems of the pieces in the subsequent tactical complications are very interesting. The quiet 16 ... Rae8 would leave Black with a comfortable game, but Yudovich became interested in the original tactical complications.



17 Bxf6 exf3 18 Qxf3 Bg6

It is possible that Black supposed that now the h2 pawn would be lost and that after 19 Bb2 Bxh2+ 20 Kh1 Be5 he would obtain an excellent position. However, things are not so "prosaic".

19 Qg4!

Simple and strong. Now he cannot take on f6 at once because of 20 Qxg6+, as also after 19 ... Kh8 20 Qh4 [20 ... gxf6 21 Qxh6+ Bh7 22 Bd3].

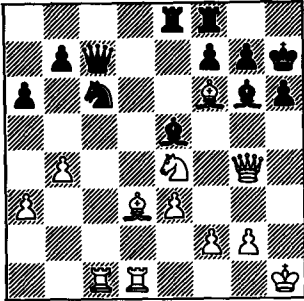
19 ... Kh7 20 Ne4 Bxh2+ 21 Kh1 Rae8

The best defence. Bad are both 21 ... Bxe4 22 Qxg7 mate, and 21 ... gxf6 22 Nxf6+ Kg7 23 Nh5+ Kh8 24 g3.

22 Bd3!

The winning move. Since now capturing on e4, as also on f6, is again not possible, there remains only one reply for Black.

22 ... Be5



23 Ng5+!

A deeply calculated blow, leading in the end to the better endgame for White. Black must take the knight, since upon a king move follows 24 Bxg6, and whichever bishop is taken, the thrust of the White rook to d7 is decisive.

23 ... hxc5 24 Qh3+! Kg8 25 Bxg6 fxc6 26 Rd7

In this lies the point of White's previous moves. The threat of mate on g7 forces Black to give up his queen.

26 ... Rxf6 27 Rxc7 Bxc7 28 Qd7 Re7 29 Qc8+ Bd8

Obviously the best way out. In the event of 29 ... Kf7 30 Qxb7 Nd8 31 Qd5+ Ne6 32 Kg1, followed by 33 Rc6, the White pawns a3 and b4 become very menacing.

30 Rxc6 Rxc6 31 Qxd8+ Kf7

Material strength is equal; however, White rightly assessed

the position reached as better for himself, when going in for the whole variation. Victory is achieved with the help of a combinational attack of the White queen and king on the weak Black pawns on the king's flank.

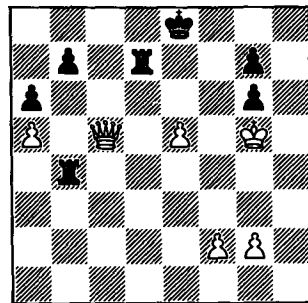
32 Qd5+ Kf6 33 Kh2 Rce6 34 Qf3+ Ke5 35 Kg3 Kd6 36 Qd1+ Kc7 37 Kg4 Rd6

Black is not in a position to defend all three pawns on the g-file.

38 Qc2+ Rc6 39 Qb2 Rd7 40 Kxg5 Rf6

Here the game was adjourned, and on resumption White demonstrated a clear-cut way to victory.

41 e4 Kd8 42 a4 Rfd6 43 Qc3 Rd2 44 Qe3 R2d4 45 e5 Rxb4 46 a5 Ke8 47 Qc5!



Leading forcibly to an annihilation of the g6 and g7 pawns, after which the mating attack on the Black king is decisive.

47 ... Rb5 48 Qc8+ Ke7 49 f4 Rxa5 50 Kxg6 R5d5 51 Kxg7 a5 52 f5 1:0

Since he has no defence against the mate on f8.

Also in the next game, interesting tactical complications occur.

36. King's Indian Defence

White: **Stahlberg**

Black: **Kotov**

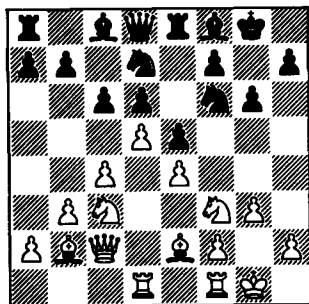
28 n

(Zürich 1953)

1 d4 Nf6 2 c4 d6 3 Nf3 Nbd7 4 Nc3 e5 5 e4 c6 6 Be2 Be7 7 0-0 0-0 8 Qc2 Re8

This way of playing the King's Indian Defence was often employed in the Candidates tournament at Zürich. Black makes all the "King's Indian" moves, except that the bishop f8 is developed at e7. Later, in a series of events, he returns with the bishop via f8 to g7, so that there is no essential difference here from the usual variations of the King's Indian Defence.

9 b3 Bf8 10 Bb2 Nh5 11 g3 g6 12 Rad1 Nhf6 13 d5



Positional neglect. After the centre is blocked, Black has good play associated with ... f5, whereas White does not succeed in doing anything significant on the queen's flank. Therefore he should bide his

time with the advance of the d4 pawn and endeavour to strengthen his position for future operations. In particular, it would be good to transfer the bishop from e2 to g2.

13 ... c5 14 Nh4 Bg7 15 a3 Nb6 16 Bf3 Rf8 17 Ne2 Bd7 18 Bc3 Ne8 19 Ba5 Qe7 20 Rde1 Rc8 21 Bd2 Qd8 22 Qc1 Bf6 23 Ng2 Be7 24 Bh6 Ng7

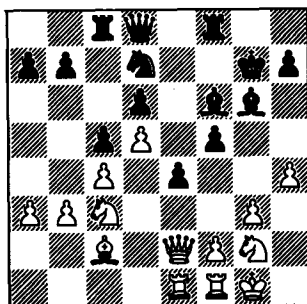
Black has improved the position of his pieces as much as possible and is now ready to carry out ... f5. At the same time he keeps the queen's flank under control, preventing the important advance b4.

25 h4 f5 26 exf5 gxf5 27 Nc3 Be8 28 Bd1 Nd7 29 Bxg7

Practically forced, since the knight g7 could, when opportunity offers, get to d4 via f5. At the same time, the bishop is badly placed on h6.

29 ... Kxg7 30 Qe3 Bf6 31 Bc2 Bg6 32 Qe2 e4

With this move are begun interesting tactical complications, which on correct play by both sides ought to lead to an approximately equal position.



33 Nf4 Re8!

Of course, not 33 ... Bf7? 34 Nxe4 fxe4 35 Qxe4 with a very strong attack for White.

34 Ne6+ Rxe6 35 dxe6 Bxc3 36 exd7 Qxd7 37 h5

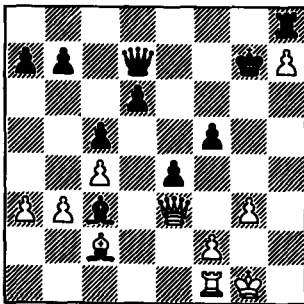
White does not leave matters unanswered and boldly hurls himself into complications. In the event of 37 Rd1 Bd4 the two Black bishops are very threatening, while the threat of 37 ... Qf7 and 38 ... Bh5 is difficult to repulse.

37 ... Bxe1 38 hxe6

Weaker is 38 Rxe1 Bf7 39 g4 Rg8!, and the threats on the g-file are more dangerous for White.

38 ... Bc3 39 gxh7 Rh8 40 Qe3

Suspecting nothing, White falls into a cunning trap. By continuing 40 Kg2! Rxh7 41 Rh1, White, though left a pawn down, retains good chances of a draw. Now, however, an unexpected blow awaits him.



40 ... Kg6!

At once placing White in a hopeless situation, since on 41 Qxc3 follows 41 ... Qxh7 with unavoidable mate or loss of the

queen. A tactical blow helps Black to successfully solve the problem of the decisive offensive.

41 Rd1 Bd4 42 Qf4 Qxh7 43 Kf1

Or 43 Qxd6+ Bf6 44 Kf1 Qh1+ 45 Ke2 Qf3+ 46 Kd2 Rd8.

43 ... Qh1+ 44 Ke2 Qh5+ 45 g4

It is even worse for White after 45 Kf1 Qf3! 46 Qxf3 exf3 47 Kg1 Re8 and 48 ... Re2.

45 ... Qxg4+ 46 Qxg4+ fxg4 47 Bxe4+ Kg5 48 Rh1 Re8

The endgame is won for Black. Besides the extra pawn, he has many positional advantages: strong positions for the pieces, handy possibilities to attack White's weaknesses, a strong g4 pawn.

49 f3 b5!

Once again the opening of the b-file serves as a main line for the invasion of the Black rooks.

50 Kf1 bxc4 51 bxc4 g3 52 Rh7 Rb8 53 Bb7 Be5 54 Kg2 Kf4 55 Rf7+ Ke3 56 f4 Bxf4 57 Re7+ Be5 58 Rf7 a5 59 a4 Kd4 60 Bd5 Rb2+ 61 Kf1 Ra2 0:1

The following very original game is an example of an unusual struggle against an amusing correlation of fighting forces.

37. Queen's Gambit

White: **Kotov**

Black: **Troitsky**

(Leningrad 1938)

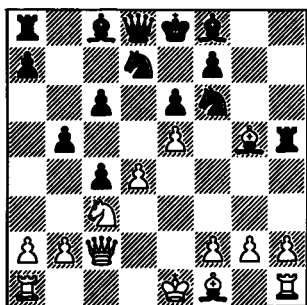
1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 Nf3

c6 5 Bg5 Nbd7 6 Qc2 dxc4 7 e4 b5

The opponent has played the well-known Botvinnik variation, only with the inclusion of the moves Qc2 and Nbd7. The alteration is obviously in Black's favour, since the queen on c2 does nothing, while the move ... Nbd7 enters into the system of Black's development. No wonder that from now on Black does not experience any difficulties at all.

8 e5 h6 9 Bh4 g5 10 Nxcg5 hxcg5 11 Bxcg5 Rh5

Forcing White to exchange the important black-squared bishop.



12 Bxf6 Nxf6 13 exf6 Qxd4 14 Be2 Rd5

A curious idea. The exchange sacrifice, though not forced, is very interesting; Black obtains the advantage of the two bishops and a menacing pawn mass. The mutual complications, beginning from this moment, are very original and interesting.

15 a4 b4 16 Rd1 Qxf6 17 Nxd5 exd5 18 0-0 b3

An imperceptible mistake. Black

wants to fix the weak pawn on b2, but opens access to the White queen into his camp on the black path e1-a5. By completing his development, if only by means of 18 ... Bf5 with queen's side castling to follow, Black retains an excellent game.

19 Qd2 Bg7 20 Rfe1 Be6 21 Bg4 Qxb2 22 Qb4!

The queen steals into the enemy camp and threatens to create great devastation there. The game intensifies with each move.

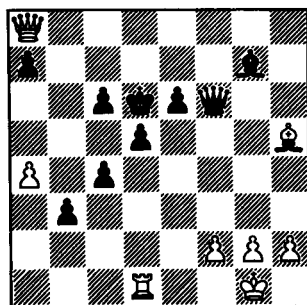
22 ... Qf6 23 Rxe6+!

Only so. Nothing is offered by 23 Qd6 Rd8 24 Rxe6+ Qxe6. Now, however, White remains with an extra rook.

23 ... fxe6 24 Bh5+ Kd7

Losing is 24 ... Kd8 25 Qd6+ Kc8 26 Qxc6+ Kb8 27 a5 with irresistible threats [27 ... a6 28 Qb6+ Kc8 29 Bg4].

25 Qb7+ Kd6 26 Qxa8



A fantastic position. White is a rook ahead for two pawns, but he is a very long way from the win. To hold back the whole avalanche of enemy passed pawns is difficult.

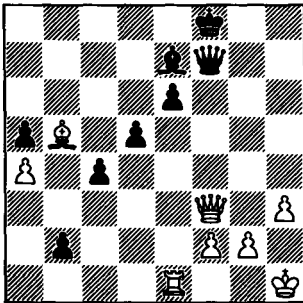
The only hope for White is an attack on the exposed enemy king.
26 ... Qe7 27 Re1 Bd4 28 Be8 Qc7 29 Bxc6!

One of Black's soldiers perishes. Black cannot take the bishop because of **30 Rxe6+**.

29 ... b2 30 Bb5 Qf7 31 Qc6+ Ke7 32 Qc7+ Kf8 33 Qd8+ Kg7 34 Qg5+ Kf8 35 Qd8+ Kg7 36 Qg5+ Kf8 37 Kh1

An "invitation" for Black to open the f-file, upon which the extra White rook will begin its own devastating action. Black, of course, refuses this gift.

37 ... Bf6 38 Qg3 a5 39 h3 Be7 40 Qf3!



The right way to victory. The exchange of queens favours only White. The rook and bishop for the present hold up the "three Black musketeers" on the b, c and d files, whereas the White king hurries at the double to the help of his army.

40 ... Qxf3

Black does not realise that the exchange of queens is unfavourable for him, otherwise he would have played **40 ... Bf6**.

41 gxf3 Bg5 42 Rb1 Bf6 43 Kg2 Ke7 44 Kf1 Kd6 45 Ke2 Kc5 46 Kd1 Kb4 47 Kc2

That's it! The Black pawns are now powerless and it is time for the White pawn to begin an advance to queen. The concluding part of the game is of no interest. White won without difficulty.

... 1:0

In the final section we look at a game in which tactics play a major role.

38. Slav Defence

White: **Guimard**

Black: **Kotov** 29_n
 (Groningen 1946)

1 d4 Nf6 2 c4 e6 3 Nf3 d5 4 Nc3 c6 5 e3 Nbd7 6 b3

A modest system of development, upon which Black has no difficulties at all. More dangerous for Black, of course, is **6 Bd3** with an invitation to go into the Meran variation.

6 ... Bb4 7 Bd2 Qe7 8 Be2 0-0 9 0-0 Bd6 10 Qc2 dxc4 11 bxc4 e5

A well-known position. Black threatens to go over to a direct attack on the king's flank with the move ... **e4**. The Argentine master immediately takes measures, clearing the way for his knight **f3** to **f1**, from where it will defend the **h2** square.

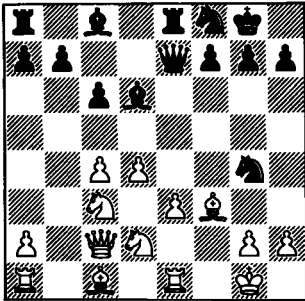
12 Bc1 Re8 13 Re1 e4 14 Nd2 Nf8 15 f4

A bold thrust. White wants to

carry out an advance of his pawns in the centre - but Black succeeds in creating very strong pressure against them. The struggle is intensified.

15 ... exf3 16 Bxf3 Ng4

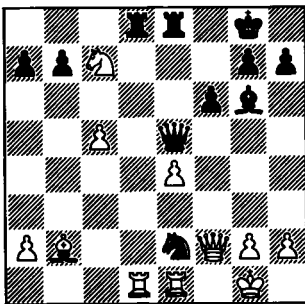
No good is 16 ... Bxh2+ 17 Kxh2 Ng4+ 18 Bxg4 Qh4+ 19 Bh3 Bxh3 20 Nf3!



17 Bxg4 Bxg4 18 Nf1 Ne6 19 Bb2 Bh5 20 Qf2 Bg6 21 c5 Bc7 22 e4 Rad8 23 Rad1 f6

The position appears to have stabilised, but with his following moves White provokes a whole storm of tactical blows.

24 Ne3! Nxd4 25 Ncd5! cxd5 26 Nxd5 Qe5! 27 Nxc7 Ne2+!



Up to here, all forced and calcu-

lated by both opponents. However, this intermediate blow was not foreseen by Guimard. Now Black is left with a healthy extra pawn.

28 Qxe2 Qxc5+ 29 Qf2 Qxc7 30 Rxd8 Qxd8 31 Qxa7 Bxe4

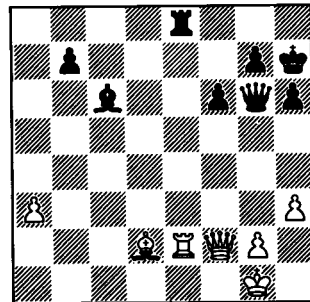
The storm dies down. After many experiences Black, all the same, has captured an extra pawn. However, it is not easy to realise it.

32 Qd4 Qe7 33 Re3 Qe6 34 a3 h6 35 h3 Kh7 36 Bc3 Qf5 37 Bd2 Qg6 38 Re2 Bc6

Black has strengthened his position as much as possible and in passing has set the opponent a cunning trap. I should mention that it was easy for me to "think up" this trap, since I myself fell into an analogous trap in a decisive game against Botvinnik in the 11th USSR Championship.

39 Qf2?

Running straight into the net which has been laid. After the correct 39 Rf2 Black would have had rather a lot of trouble in realising his material advantage.



39 ... Bxg2!

Simple, but effective. White

cannot take the bishop, since on this follows 40 Qxg2 Rxe2, and the queen g2 is pinned. With two extra pawns, Black easily achieves victory.

40 Rxe8 Be4+ 41 Kh2 Qxe8 42 Bb4 Qe5+ 43 Qg3 Qb2+ 44 Kg1 Qb1+ 45 Qe1 Qd3 46 Qc3 Qe2 47 Qg3 Qd1+ 48 Be1 Bc6

In this completely hopeless position for White, the game was adjourned. Guimard sealed his 49th move. When, on resumption, the envelope was opened, it turned out

that White had sealed in Spanish notation the move 49 P-R4 [pawn to the fourth square of the rook]. Which pawn, Guimard did not indicate, though according to the rules he is required to do this. Since it was not possible to establish which pawn he had the intention of moving: 49 a4 or 49 h4, the judges awarded a loss to the Argentinian. However the position is such that, with this mistake, my opponent merely gave himself a couple of hours extra rest.

4: Attack on the King

It is generally known that in a considerable number of games a decisive role is played by an attack on the king. Mate to the king is the principal aim of the chess game, therefore an attack on the king is the most effective means of achieving victory. There is no expense spared for such an attack, since mate "atones for everything".

We look at a series of games in which the outcome of the struggle is decided by an attack on the king. First we discuss methods of attack on same-side castling, then on opposite sides, and finally attack on the uncastled king.

Attack on Same-Side Castling

We look at the following methods of attack, which are employed on same-side castling:

- 1) Blowing up the pawn position covering the enemy king with the help of sacrifices - mostly of pieces.
- 2) Exploiting the weaknesses formed in the enemy king's position and penetrating on these weak points with the attacking pieces. In cases where there are still no such weaknesses, we see how to strive for a weakening of the defender's camp by attacking manoeuvres, and then how to go decisively into the attack, utilising these weaknesses as squares for invasion.
- 3) Utilising open lines and diagonals, on which attacking pieces can invade the enemy camp.
- 4) Pawn storm. The method of attack is suitable on opposite-sides castling, though sometimes, particularly when there is a firmly locked centre, it is employed on same-side castling.

Here is a game where White creates dangerous threats to the Black king, having beforehand blown up the opponent's firm foundations with surprising piece sacrifices.

39. *King's Indian Defence*

White: **Kotov** 10 n

Black: **Bronstein**

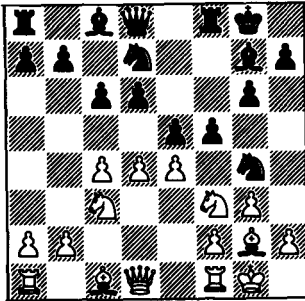
13th USSR Championship
(Moscow 1944)

1 d4 Nf6 2 c4 d6 3 Nc3 e5 4 Nf3
Nbd7 5 g3 g6 6 Bg2 Bg7 7 0-0
0-0 8 e4 c6 9 Be3

An interesting idea, devised by M.Botvinnik. White strengthens the d4 square, and in the event of 9

... Ng4 provokes an immediate advance of the f7 pawn, which noticeably weakens Black's position.

9 ... Ng4 10 Bg5 f6 11 Bc1 f5!!



It is a generally known rule: "A flank attack can only succeed with a secure centre". In the present case, Black cannot boast of the solidity of his central construction, therefore the advance ... f5 gives White the chance to seize a dangerous initiative.

12 Bg5 Qe8 13 dxe5 dxe5 14 exf5 gxf5 15 Re1

Initiating interesting complications, linked with a curious piece sacrifice. Nevertheless, the way chosen by White is not the best, and there were considerably more chances of refuting the opponent's risky play by 15 h3 Nf6 16 Re1.

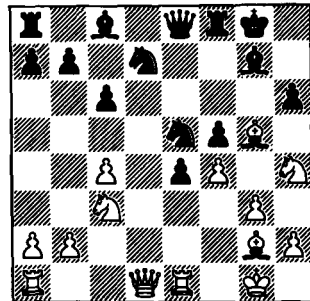
15 ... e4 16 Nh4 Nge5 17 f4!

The preparatory move to a complicated combination involving the sacrifice of a piece. White has intentionally cut off the line of retreat for the bishop g5, dooming it to destruction. The subsequent puzzling variations, with mutual

complications, required accurate calculation.

17 ... h6!

An excellent move. Bad was 17 ... Nd3 18 Nxf5! Nxe1 [18 ... Rxf5 19 Qxd3] 19 Nxg7 Kxg7 20 Qd4+ Kg8 21 Rxe1, and after the destruction of the e4 pawn White has a very strong attack. No good either is 17 ... Nxc4 18 Nxe4 fxe4 19 Rxe4 Qf7 20 Re7 which favours White.



18 Nxf5!!

In this move lies the point of White's previous manoeuvres. By giving up a piece, White blows up the central construction and, at the same time, also the Black king's pawn cover.

18 ... Rxf5 19 Nxe4!

This is stronger than 19 Bxe4 Rxc5 20 fxg5 hxg5.

19 ... Qf8 20 Nd6 Rxc5?

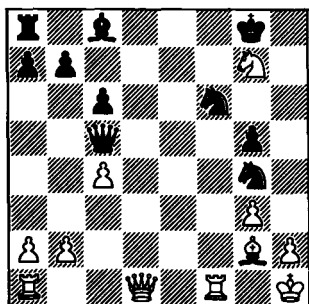
Leading to a loss. The only continuation to raise doubts about White's combination was 20 ... hxg5 21 Nxf5 gxf4! If now 22 Nxg7 f3 23 Rf1, then 23 ... Qc5+, or 22 Qh5 Nf6 23 Nh6+ Bxh6 24 Qxe5 fxg3.

21 fxg5 hxg5 22 Rf1 Qe7 23 Nf5 Qc5 + 24 Kh1 Nf6!

Developing and at the same time setting a fine trap. 24 ... Bf8 is bad because of 25 Qh5 with an irresistible attack.

25 Nxg7 Neg4!

After 25 ... Kxg7 26 Rxf6! Kxf6 27 Qd8+ Qe7 28 Rf1+ Ke6 29 Bh3+ g4 30 Bxg4+ Nxg4 31 Re1+ Ne5 32 Rxe5+ White wins.



26 Rxf6!

Not falling into the trap: 26 Qd8+ Kxg7 27 h3 Nf2+ 28 Kh2 Bxh3! 29 Qxa8 N6g4+ 30 Kg1 Ne4+ 31 Kh1 Nxg3 mate.

26 ... Kxg7

Or 26 ... Nxf6 27 Nh5 and the knight is saved.

27 Rf1 Be6 28 Qe2 Re8 29 h3 Ne3 30 b4 Qe5 31 Rae1 1:0

Another example on this theme.

40. Queen's Gambit

White: **Kotov**

Black: **Aramanovich**

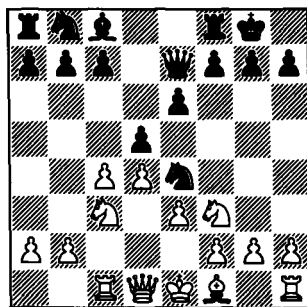
(Moscow Championship 1944)

1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 Bg5

Be7 5 e3 0-0 6 Nf3 Ne4

A defence which bears the name of Em. Lasker. Black, however, plays it inaccurately; he should further include the moves 6 ... h6 7 Bh4 and only then move the knight to e4.

7 Bxe7 Qxe7 8 Rc1



An interesting continuation, connected with a sharp attack on the Black king. Practice of recent years has shown that best for Black is to immediately retreat the knight to f6 and then prepare the liberating advance ... c5 or ... e5 [after a preliminary ... dxc4].

8 ... c6 9 Bd3 Nxc3 10 Rxc3 dxc4 11 Rxc4

From here the rook is ready, in the event of 11 ... e5, to throw itself over to the king's flank, and at the same time it will operate on the open c-file.

11 ... Nd7 12 Qc2 h6 13 Ne5 Nxe5 14 dxe5 b6

14 ... Qg5 does not work because of 15 f4. White aims all his pieces at the opponent's king's flank and two moves later includes also the rook h1 in this.

15 Rg4! Rd8 16 h4 Rd5 17 Rh3 h5

In the event of 17 ... Rxe5 18 Rhg3 f5 19 Rxc7+ Qxc7 20 Rxc7+ Kxc7, both 21 Qc3 and 21 Qxc6 win.

18 Rg5 Qb4+ 19 Ke2 a5 20 a3!

Mistaken is 20 Rhg3 Rxd3! and the struggle is complicated.

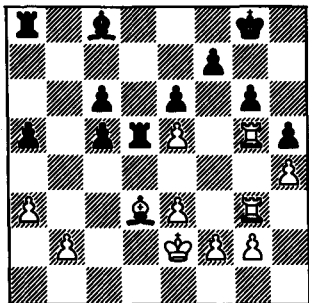
20 ... Qc5 21 Qxc5!

The simplest. Also after the exchange of queens White carries out a menacing attack on the Black king. Weaker is 21 Rhg3 Qxc2+ 22 Bxc2 Ba6+ followed by 23 ... g6.

21 ... bxc5

Nothing is changed either by 21 ... Rxc5.

22 Rhg3 g6



23 Bxg6!

A bishop sacrifice, blowing up the pawn construction defending the Black king. Though White's attacking forces are slight - two rooks in all - they nevertheless develop violent activity, pursuing the Black king, which is deprived of support from its army.

23 ... fxg6 24 Rxc6+ Kh7

A retreat to f7 or f8 would lead to mate in three or two moves.

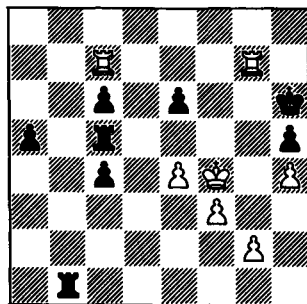
25 Rg7+ Kh8 26 Rg8+ Kh7 27 R3g7+ Kh6 28 Kf3!

Moving away from the check 28 ... Ba6+ and showing that it is difficult for Black to develop himself - 28 ... Bb7 29 Rg6+ Kh7 30 R8g7+ and 31 Rxb7.

28 ... Rb8 29 Rc7 Rxb2 30 Rxc8 Rb6 31 Rc7 Rxe5 32 e4

Black's position is hopeless. The simplest way to win is the advance of the White pawns, which create a mating net for the Black king.

32 ... c4 33 Kf4 Rc5 34 f3 Rb1 35 Rgg7!



Threatening 36 e5, forcing the loss of the rook c5 due to the threat of mate in two moves. Black's downfall is inevitable.

35 ... Re1 36 g4! hxg4 37 fxg4 Rf1+ 38 Ke3 c3 39 Rh7+ Kg6 40 Rcg7+ Kf6 41 Rf7+ 1:0

In the next game White, with a knight sacrifice, blows up the Black king's pawn cover, after which he brings up all his material reserves for the attack.

41. Nimzo-Indian Defence

White: **Kotov**

Black: **Unzicker**

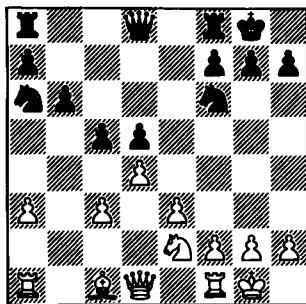
(Saltsjöbaden 1952)

(12-7)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 d5

In reply to this move, White can successfully play 5 a3, strengthening the centre and retaining the possibility of ridding himself of the doubled pawns on the c-file by exchanging on d5. Therefore more frequently played now is 4 ... 0-0 or 4 ... c5, after which 5 a3 is not so favourable for White.

5 a3 Bxc3+ 6 bxc3 c5 7 cxd5 exd5 8 Bd3 0-0 9 Ne2 b6 10 0-0 Ba6 11 Bxa6 Nxa6



Once upon a time this position was the object of great theoretical and practical controversy. Lately, Black has avoided playing as in the present game. Firstly, more successful ways have been found for Black; secondly, it has been proved that in the present variation it is not easy for Black to contend with White's pawn centre, strengthened by the powerful black-squared

bishop.

Up to this game, White most often played 12 Qd3. I rejected this move, since the knight a6 should not, without need, be driven away from a bad to a good position.

12 f3 Nb8

Intending to go across to c6, where, however, the knight is insecurely placed. A more reliable position for it is e6, which it reaches via c7.

13 Qd3 Re8 14 Ng3 Nc6 15 Bb2 Rc8 16 Rae1 h6

Grandmaster Unzicker plans to transfer the knight f6 to h7; however the move made by him weakens the position of the king's flank too much. It was necessary to consider a plan of defence, coming out of the following two basic positional requirements:

- 1) the a1-h8 diagonal must not in any event be opened for the bishop b2.
- 2) the advance e4-e5 and f4 must be met with the counter-thrust ... f5.

Deserving attention is 16 ... c4 with the model continuation 17 Qc2 b5 18 e4 g6 19 e5 Nd7 20 f4 f5.

17 e4 cxd4 18 cxd4 dxe4 19 fxe4 Ne5 20 Qd1 Nc4 21 Bc1

What have Black's efforts led to? He has no points in the centre, the White pawns on d4 and e4 are on the point of rushing forward, crushing everything in their way. Black has to take urgent measures to meet the powerful onslaught by all the

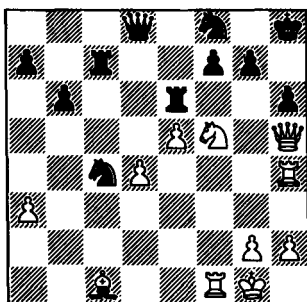
White pieces. However, by now no amount of ingenuity can save Black's hopeless position.

21 ... Nh7 22 e5 Re6 23 Re4

White's plan is simple - just a few more pieces on the king's flank. Black is in no position to counter this.

23 ... Nf8 24 Nf5 Kh8 25 Qh5 Rc7 26 Rh4

Everything is ready for the final blowing up of Black's pawn position. The only question is where to sacrifice: g7 or h6? For the present, both sacrifices are threatened.



26 ... Nh7 27 Nxg7!

An uncomplicated blow, smashing the opponent's king's flank.

27 ... Kxg7 28 Bxh6+ Kg8

On 28 ... Kh8, unpleasant is 29 Rxf7.

29 Rg4+ Rg6 30 e6! 1:0

We look now at games in which the attack is conducted with help of an exploitation of a weakening of the opponent's king's position. Together with this, we define the methods by which such a weakening is provoked.

42. Spanish Game

White: **Kotov**

Black: **Flohr**

1/2-final 13th USSR Championship
(Moscow 1944)

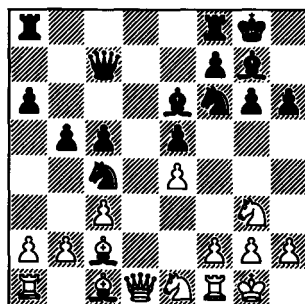
1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 d6 5 d3

White refrains from immediate operations in the centre, intending to occupy himself with the centre later. Though this continuation is less energetic than 5 0-0, it is nevertheless possible and in a number of games has led to a sharp struggle.

5 ... Nf6 6 c3 g6 7 Nbd2 Bg7 8 Nf1 0-0 9 Ng3 b5 10 Bb3 Na5 11 Bc2 c5

White has played the opening of the game in far from the best way. In particular, the manoeuvre with the knight to g3 does not look convincing, since Black has already played ... g6. No wonder Black does not experience any difficulties at all.

12 0-0 Qc7 13 Ne1 d5 14 Bg5 dxe4 15 dxe4 h6 16 Be3 Nc4 17 Bc1 Be6



Black has an excellent position. However, in such positions it is necessary to be very attentive, since one false step could at once spoil the whole set-up.

18 Nd3 Rfe8 19 Re1 Bf8 20 h3 b4?

A decisive mistake. After 20 ... Rad8 Black has an excellent game. Now, however, White's position unwinds, like a long-time compressed spring, and his pieces at once display maximum activity.

21 b3!

Thrusting back the knight and preparing an exit for the bishop c1 on the long diagonal.

21 ... Na5 22 cxb4 cxb4 23 Bb2 Nc6 24 Rc1 Red8 25 Qf3 Nd7 26 Bb1 Qb6

Black's reply was forced. If you now compare this position with that in the diagram you can see how the White pieces have sprung into life, what threatening lines and diagonals they occupy. Black has now to defend watchfully, preventing all sorts of tactical attacks by the enemy.

Nevertheless, for the present Black can defend his position, as there are no appreciable weaknesses in his camp and the White pieces still do not have access to the region of the Black king's position. White's following manoeuvres are directed towards weakening this defence, forcing Black to advance his pawns and thereby expose his own king. This method of attack is a chapter in the

chess game; it is necessary to be able to find a means of weakening the enemy position. Sometimes this is achieved after protracted, tedious effort, in some cases [as in the present game] a few energetic blows lead to the aim.

27 Nf5!

This is not a sacrifice - the knight cannot be taken, since then the bishop e6 is immediately won back. The knight on f5 hampers Black and is ready for very active operations.

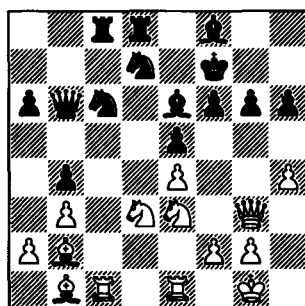
27 ... Rac8 28 h4!

One more link in the same plan. The threat 29 h5 forces Black to weaken the g6 point.

28 ... f6

Already White is achieving success! The g6 square is weakened and now all White's operations switch over to an attack on this weakness.

29 Qg3 Kf7 30 Ne3



The knight has done its job on f5, now the object of its journey is d5. After 31 Nd5 Black cannot tolerate the White knight near his camp for long and he will be forced

to take it, but this opens the diagonal of the bishop b1, which is directed at the same weakened square g6. Black's defence is made all the more difficult.

30 ... Nd4 31 Rxc8 Rxc8 32 Nd5 Bxd5 33 exd5 Nf5 34 Qh3!

Underlining the hopelessness of Black's position. He cannot prevent the move 35 h5 by the reply 34 ... h5, since then decisive is 36 Nxe5! fxe5 37 Bxf5 with a rout. After the White pawn gets to h5, his plan is realised completely - Black's pawn position is smashed to pieces.

34 ... Qd6 35 h5! Ne7 36 hxg6+ Kg8

Capitulation. Taking with the knight on g6, of course, is bad because of 37 Qh5! with decisive threats.

37 Bc1! Qxd5 38 Bxh6 Rc3 39 g7!

Simplest, though there were also other paths to victory for White.

39 ... Bxg7 40 Qg4 Nf5 41 Nxb4! 1:0

Since in the best case, after 41 ... Nxb4 42 Nxd5 Nxb4 43 Nxc3, he is left the exchange and a pawn down.

The game, which the reader will now see, is notable for its complicated struggle. In it, Black willingly goes in for a weakening of his king's side pawn structure. White's further play was directed towards exploiting this weakness in the opponent's camp. Black stubbornly

defends this weakness, and as a result an interesting mutual struggle develops.

43. Queen's Gambit

White: **Kotov** 37

Black: **V. Makogonov**

11th USSR Championship
(Leningrad 1939)

1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 Bg5 Be7 5 e3 h6 6 Bh4 0-0 7 Nf3 b6

Master Makogonov's favourite system, which he has analysed a great deal with grandmaster Igor Bondarevsky. In it, Black either agrees to the formation of "hanging" pawns on c5 and d5, or, after the exchange of a number of minor pieces, obtains a comfortable position with good play in the centre and on the queen's flank.

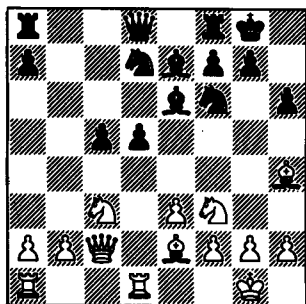
8 Qc2

Intending after 8 ... Bb7 to play sharply for the attack by means of 9 Bxf6 Bxf6 10 cxd5 exd5 11 0-0-0 with a subsequent pawn storm on the king's flank. This does not suit Makogonov, and he prefers to be left with hanging pawns.

8 ... c5 9 cxd5 exd5

Apparently, even stronger is 9 ... Nxd5 10 Bxe7 Qxe7 11 Nxd5 exd5 12 dxc5 bxc5, as played by Bondarevsky against me in the 13th round. The difference in the position, which favours Black, is that in the second case the fewer number of pieces makes it easier for him to defend the "hanging" pawns.

10 dxc5 bxc5 11 Be2 Be6 12 0-0 Nbd7 13 Rfd1



White wants to determine the pawn position in the centre by means of e4 - forcing the advance of the d5 pawn. This gives him the possibility of comfortably blockading these pawns, by establishing pieces on the c4 and d3 squares.

Striving for the correct objective, White chooses an incorrect method. It was necessary to place the other rook on d1, whereas the rook f1 will have to support the advance of the e and f pawns. However, what master does not know how difficult it is at times to decide which rook should occupy an open line?

13 ... Qb6 14 b3 Rac8 15 e4 d4 16 Na4 Qb7 17 Nd2 Nb6

White has deprived the opponent's central pawns of mobility and has firmly blockaded them. The basic question regarding the position reached is will White succeed in playing f4? The future struggle flares up around this advance, and both opponents make mistakes in it. The move 17 ...

Nb6 is the first of these. Black drives the White knight a4 where it wants to go and, upon an exchange on f6, is deprived of the possibility of taking back with the knight, which later on is important. He should immediately prevent f4 by playing 17 ... Bd6 18 Rf1 (this is where the erroneousess of 13 Rfd1 tells) 18 ... Qc7, forcing 19 Bg3 (19 h3 g5) with an equal position.

18 Nb2 Rfe8 19 h3?

Routine. The surprising 19 Bxf6! Bxf6 20 f4 with a further strengthening of his position by Rf1, Rae1, Bd3, etc., still led to an advantage. Now, however, Black's original reply deprives White of a considerable share of his chances.

19 ... Bd6!

Excellent! Black is not afraid of the weakening of his position and prevents the main objective - the advance of the f4 pawn. By the way, no good is 19 ... Nxe4? 20 Nxe4 Bf5 21 Bd3 Bxh4 22 Nd6.

20 Bxf6

He has to take, since the threat ... g5 is highly unpleasant.

20 ... gxf6 21 Re1

Surprisingly, White is faced with the question: how does he defend himself against the possible attack on the king's flank? Black's concrete threats: ... Bb8 and ... Qc7, and also ... Kh8 with a subsequent doubling of rooks on the g-file. 21 Rf1 Kh8 22 f4 does not suit White in view of 22 ... Qc7 23 Nd3 c4 24 bxc4 Nxc4 25 Nxc4 Bxc4 with advantage to Black.

White decides to simplify the position by means of exchanges, hoping to exploit the opponent's pawn weaknesses. By playing Re1, he makes ready the moves Bg4 and Nc4. If at once 21 Bg4, then 21 ... Bxg4 22 hxg4 Qd7 23 Ndc4 Bb8 24 Qe2 f5 25 gxf5 Qxf5 with advantage to Black.

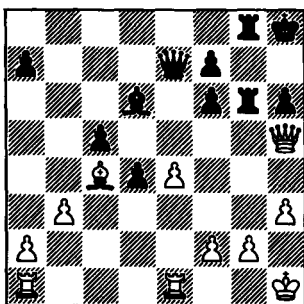
21 ... Kh8 22 Ndc4 Nxc4 23 Nxc4 Bxc4?

Black is afraid, after 23 ... Bb8 24 Bg4, of being left with the "bad" bishop b8 against the knight c4. However, this decision is incorrect. Now, despite the opposite coloured bishops, White methodically strengthens the attack and soon after obtains a decisive advantage. Correct was 23 ... Bb8 24 Bg4 Rg8 25 Qe2 Rg6 with a good game.

24 Bxc4 Rg8 25 Qe2 Rg6

Yet another inaccuracy. Better was 25 ... Rg5!, forcing White to advance the h3 pawn to h4. In a number of variations this plays an important role, since it prevents White strengthening his position on the g-file.

26 Kh1 Rcg8 27 Qh5 Qe7



It is not difficult to convince oneself that Black's attack has reached a deadlock and White will go over to a counter-offensive on the king's flank. For this he has to play g3 and f4, which paves the way for the manoeuvre Rd1-d3. Black carries out a transfer of the queen to f8 or g7. There is nothing better for him. If 27 ... Kh7, then 28 Qf5 Kh8 29 Rad1 Rxc2? 30 Qxf6+ and 31 Qxd6. Also bad is 27 ... f5 28 Bd5 and 29 Rf1 or 27 ... Bf8 28 g3.

28 Rad1 Qf8 29 g3 Kg7

There is already nothing for Black to do and he is forced to wait passively for the enemy action.

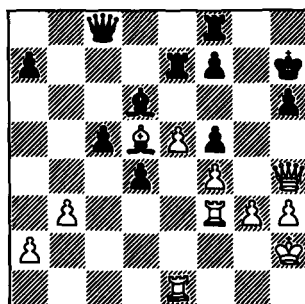
30 Rd3 Rg5 31 Qh4 Re5 32 f4 R5e7 33 Rf3 Qe8 34 Bd5

White has strengthened his position as much as possible, and is now ready to go over to a decisive offensive.

34 ... Rf8 35 Qg4+ Kh7 36 Qf5+ Kg7 37 Qg4+

A repetition of moves, explained by White's desire not to undertake any decisive action before the time control.

37 ... Kh7 38 Kh2 Qc8 39 Qh4 f5 40 e5?



Making the win more difficult, though not letting it slip. A simpler way to decide the game was by 40 Qf6 Qd7 41 e5 Bc7 42 Bc4 and then 43 Bd3, or 41 ... Rg8 42 e6! fxe6 43 Rxe6! etc.

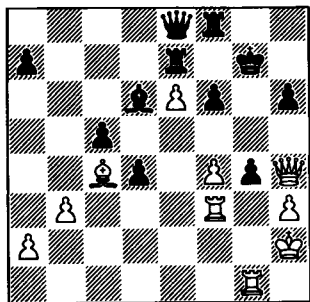
40 ... f6 41 e6

In this position, the game was adjourned. White has a great advantage in space and a strong attack on the weak white squares of the king's flank. Home analysis showed that the position is a forced win for White. It should be mentioned that, besides the move 41 e6, good chances of a win were also given by 41 g4.

41 ... Qe8 42 Bc4 Kg7 43 g4!

A decisive opening of the g-file, on which White will carry out the last punitive operation.

43 ... fxg4 44 Rg1!



44 ... Kh8

Besides this were the possible continuations:

1) 44 ... h5 45 hxg4 Kh8 46 gxh5 f5 47 h6 Rh7 48 Qg5! Be7 (48 ... Qe7 49 Kh3 and 49 ... Qf6 is not possible because of 50 Qxf6+ Rxf6 51 Rg8+! and 52 e7+) 49 Qg7+!

Rxg7 50 hxg7+ Kg8 51 Rh3 and wins.

2) 44 ... f5 45 hxg4 Kh8 46 Bd3, which leads to variations looked at below.

45 Bd3 h5

Unfortunately, Black does not go in for the continuation with 45 ... f5, depriving the opponent of the chance to demonstrate an interesting variation which he had found.

On 45 ... f5 would follow 46 hxg4 Rxe6 (it is hopeless to allow 47 gxf5 or 47 Bxf5) 47 gxf5 Ref6 (also losing is 47 ... Qe7 48 Qxe7 Rxe7 49 Rg6 Bb8 50 f6 Rh7 51 Bc4 and 52 f7, or 51 Kh3) 48 Rh3! (weaker is 48 Rg6 Rxg6 49 fxg6 Kg7) 48 ... Qe7 (mate in two moves was threatened - 49 Qxh6+, against which 48 ... R8f7 is no defence as after 49 Bc4 White wins the exchange, since the rook cannot leave the f7 square).

In the position reached, the subtle move 49 Rg4 leads to a win. Now on 49 ... Qh7, winning is 50 Rg6 Rxg6 51 fxg6 Qg7 (51 ... Rxf4 52 Qd8+ and 53 Qxd6) 52 Qxh6+ Qxh6 53 Rxh6+ Kg7 (53 ... Kg8 54 Rh7 and wins, in view of Bc4+ and g7-g8) 54 Rh7+ Kf6 55 Kg3 Ke6 56 g7.

On other moves, for example, 49 ... Re8, White mates in eight moves: 50 Qxh6+! Rxh6 51 Rxh6+ Qh7 52 Rxh7+ Kxh7 53 f6+ Kh8 54 Rh4+ Kg8 55 Bc4+.

46 Rxg4 Rxe6 47 Rg6

It was still not too late to spoil

everything after 47 Bg6 Re2+ 48 Kg3 Bxf4+!

47 ... Re2+ 48 Kg3 Re7 49 Rh6+ Kg8 50 Kf2 1:0

In the following sharp game White at first directs the fire of his pieces at the badly defended g7 square in Black's camp, and then transfers it to the adjacent square f7, which turns out to be a more accessible weakness.

44. Nimzo-Indian Defence

White: **Kotov**

Black: **Lisitsin**

11th USSR Championship
(Leningrad 1939)

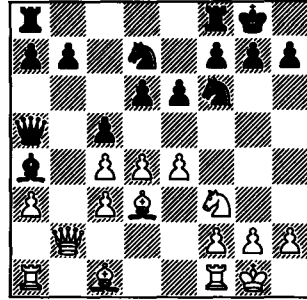
1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 c5 5 a3 Bxc3+ 6 bxc3 Qa5

Instead of this, 6 ... d5 7 cxd5 exd5 8 Bd3 leads to a position from the game Botvinnik-Capablanca, (Amsterdam 1938), in which White obtained an opening advantage. Black unfurls an original plan. First he paralyzes White's pawn mass on the queen's flank, and then, after completing his development, opens the b-file by ... b5 and obtains an attack on the queen's flank. This system is very original and, apparently, fully viable.

7 Qc2 d6 8 Nf3 Bd7 9 Bd3 Ba4 10 Qb2 Nbd7 11 0-0 0-0 12 e4

On the queen's flank, the advantage is obviously on Black's side. Therefore, clearly it is White's wish to attack on the other end

of the board, where he can easily transfer his main forces.



12 ... e5 13 Bg5 Rfe8

The only possibility of holding back the attacking rush of White's central pawns. However, now the f5 square is weakened and this already is a point close to the Black king's camp.

14 Rae1 Rab8?

Too straightforward. Here he should play 14 ... h6, taking away g5 from the white pieces and driving back the bishop. Possibly even stronger is 14 ... Bc6, threatening 15 ... exd4 and forcing 15 d5 or 15 Nd2, which equally is not favourable for White's attacking plan.

15 Nh4

Not only heading for f5 with the knight, but also preparing the dangerous f4.

15 ... b5?

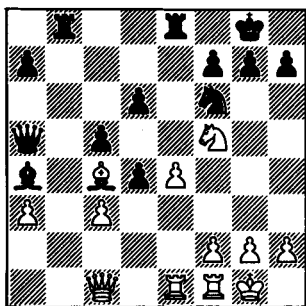
Black supposes that "all is quiet on deck" and carelessly develops his play. Meanwhile, on the king's flank, a fire is already flaring up and it was time to take measures to put it out, if only by means of 15 ... cxd4 16 cxd4 exd4.

16 Qc1

The last White piece heads for the king's flank. The elastic retreat of the queen already makes the defensive move 16 ... h6 impossible because of 17 Bxh6, and 16 ... g6 because of 17 Nf5!

16 ... bxc4 17 Bxc4 exd4 18 Bxf6 Nxf6 19 Nf5!

The first weakness in Black's camp - the g7 square - is found. The knight thrust creates three threats at once, 20 Qg5, 20 Nxd6 and 20 Nxg7. Black cannot repulse all these threats without loss.



19 ... Re5

My opponent thought it over for 1 hour and 10 minutes and found the best chance of defence. Losing at once are:

- 1) 19 ... Nxe4 20 Rxe4 Rxe4 21 Qg5 g6 22 Qf6 with a quick mate.
- 2) 19 ... Re6 20 cxd4 and then already 21 Bxe6, since Black cannot play 20 ... cxd4 in view of 21 Qg5 Ne8 22 Nh6+ and 23 Qxa5.
- 3) 19 ... Rxe4 20 Qg5 Rg4 21 Nh6+ and 22 Nxg4.
- 4) 19 ... Red8 20 Qg5 (20 Nxg7 is also not bad) 20 ... Ne8 21 Qe7,

and White wins.

20 Nxd6

No good comes out of the attack on the g7 square, and White switches over to the f7 square. 20 cxd4 would be a mistake in view of 20 ... Rxf5 21 exf5 d5 and 22 ... c4 with an excellent game for Black. Now, however, it is not easy to repulse the threat to take on f7, and also f4.

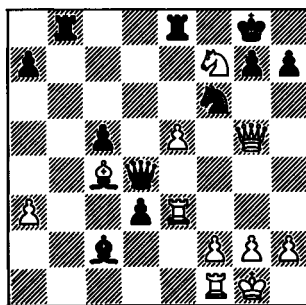
20 ... Qxc3 21 Qf4 d3 22 Re3

This is more energetic than an immediate 22 Nxf7 Ree8 23 Nd6+ Kh8, and Black has a dangerous passed pawn on d3.

22 ... Bc2 23 Nxf7 R5e8

Not noticing the opponent's deadly blow on the 25th move. He should go in for the sacrifice of the exchange by 23 ... Qxc4 24 Nxe5 Qb5 25 Nxd3 Re8, though even then the material advantage must bring White victory.

24 e5 Qd4 25 Qg5!



An excellent move, not foreseen by Black. The White pieces once again busy themselves with the weak g7 square. A catastrophe on this square follows on both 25 ...

Nd5 26 Nh6+ and 27 Nf5, and 25 ... d2 26 exf6 Qxf6 27 Rxe8+ Rxe8 28 Qxd2.

25 ... Qxc4 26 Nh6+ Kf8

Or 26 ... Kh8 27 exf6 Rg8 28 Re7.

27 exf6 g6 28 Nf5 Qf7

The only move. Losing at once is 28 ... Kg8 29 f7+!

29 Nd6

Leading to victory, which is also achieved by means of 29 Re7.

29 ... Rxe3 30 Qh6+ Kg8 31 Nxf7 Kxf7 32 fxe3 Ke6 33 f7 1:0

In the game examined below, the aimed fire of the White pieces transfers in turn from one weak point to another of Black's king's flank, until finally finding a decisive blow. Such tactics to find weaknesses are a very active means of attack on the king and are frequently employed in games of the masters.

45. Nimzo-Indian Defence

White: **Kotov** (♂ 57)

Black: **Halilbeili**

1/2-final, 22nd USSR Championship (Erevan 1954)

1 c4 Nf6 2 Nc3 e6 3 d4 Bb4 4 e3 c5 5 Bd3 Nc6 6 Nf3 0-0 7 0-0 d5 8 a3 cxd4

A double unloading of the centre is not the best method of play in the present variation. More reliable is the tried and tested 8 ... Bxc3 9 bxc3 dxc4 10 Bxc4 Qc7.

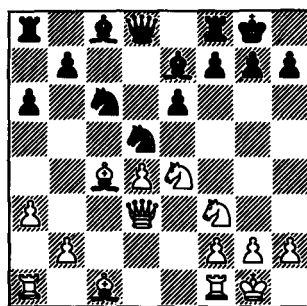
9 exd4 dxc4 10 Bxc4 Be7

The Black bishop must retreat, since 9 ... Bxc3 10 bxc3 is obviously in White's favour. The variation chosen by Black clearly contradicts the basic ideas of the Nimzo-Indian Defence. White obtains free play with prospects of an initiative on the king's flank.

11 Qd3 Nd5 12 Ne4

White could win a pawn by 12 Bxd5 exd5 13 Qb5, however after 13 ... Bg4 14 Qxb7 Rc8! Black has sufficient counterplay.

12 ... a6



13 Ba2 Nf6 14 Bf4 Nxe4 15 Qxe4 Bf6 16 Rad1 Ne7

Black is noticeably behind in development. This gives White every basis to throw himself into a headlong attack on the king's flank.

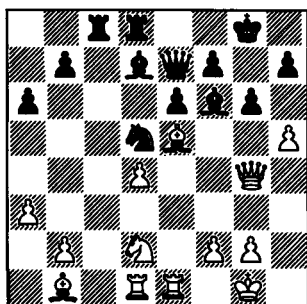
17 h4 Bd7! 18 Bb1 g6 19 Be5 Nd5 20 h5

The first object of the attack is the g6 square. White intends to weaken this square by an exchange of pawns on g6, and then create the threat to sacrifice a piece. At the same time White aims at the g7

square, which will be particularly noticeable when Black exchanges the dark-squared bishops.

20 ... Qe7 21 Qg4 Rfd8 22 Rfe1 Rac8 23 Nd2

It has become clear that it is not easy to breach Black's defence. Therefore White begins a series of manoeuvres, trying to find a convenient moment to deliver a decisive blow.



24 Rc1 Bg7 25 Nf3 Be8 26 Rxc8 Rxc8 27 Ba2 Nf6 28 Qh4 Bc6 29 hxg6 hxg6 30 Ng5!

Beginning a conclusive attack. Black has no defence against the combinational threats in the centre (d5) and on the king's flank. For example: 30 ... Rd8 31 Nh7! or 30 ... Qd8 31 Bxf6 Qxf6 32 Bxe6 fxe6 33 Qh7+ Kf8 34 Nxe6+ Kf7 35 Nxe7 or 30 ... Nh5 31 Bxe7 Kxe7 32 d5.

30 ... Bd5 31 Bxd5 exd5 32 Re3

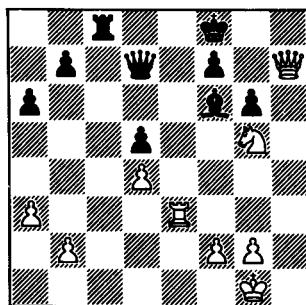
At last White discovers a vulnerable point in the Black camp and obtains a real chance to invade on h7 and begin demolition work. Thus, after attacking the g6 square, White soon after changes the "at-

tacking front" and decides the outcome of the game with a blow on h7.

32 ... Qd7

Losing the queen, but there is already no defence against 33 g3 and 34 Bxf6.

33 Bxf6 Bxf6 34 Qh7+ Kf8



35 Ne6+!

An uncomplicated concluding blow, winning the queen.

35 ... Qxe6 36 Rxe6 fxe6 37 Qxg6 Ke7 38 Qh7+ Kd6 39 Qxb7 Rc1+ 40 Kh2 Bxd4 41 Qb4+ Bc5 42 Qf4+ 1:0

We look at one more game in which White's attack on the weak squares of the opponent's king's flank permits a surprising combinational blow, exploiting the bad positions of the Black pieces.

46. Slav Defence

White: **Kotov**

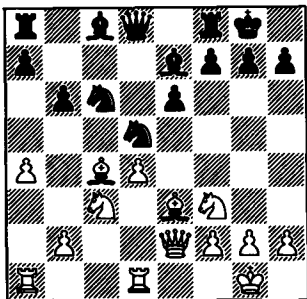
Black: **Alatortsev**

(Moscow Championship 1942)

1 d4 d5 2 c4 c6 3 Nf3 Nf6 4 Nc3 dxc4 5 a4 e6 6 e3 c5

By a transposition of moves a position from the Queen's Gambit Accepted has been reached, in which Black has lost time on the move ... c6, and White has exploited it for the move a4. Whether this is favourable for White or Black is difficult to tell.

7 Bxc4 Nc6 8 0-0 Be7 9 Qe2 cxd4 10 Rd1 0-0 11 exd4 Nd5 12 Be3 b6



Black has completed the development of his pieces satisfactorily and has a good position. With his following moves, White begins manoeuvres with the aim of creating and exploiting weaknesses on Black's king's flank.

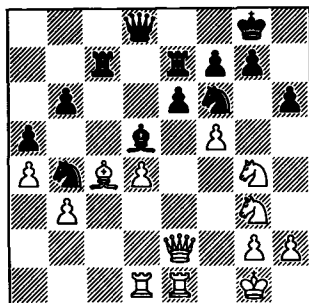
13 Ne4 Bb7 14 Rac1 Ncb4 15 Bg5 Rc8 16 Qd2 Bxg5 17 Nexg5 Qd6 18 Ne5 Rc7 19 Re1 Rfc8 20 b3

Both sides have deployed their forces successfully, creating an equal position on the board. Since he does not succeed in achieving anything by piece pressure, White includes the f2 pawn in the attack.
20 ... a5 21 Rcd1 Qd8 22 f4 h6 23 Ne4 Nf6 24 Ng3 Bd5 25 f5

After the unavoidable exchange of the f5 for the e6 pawn, the White knight obtains the f5 square, which is important for the attack.

25 ... Re7 26 Qe2 Rcc7 27 Ng4!

A strong move, involving interesting combinational blows. Black should now retreat the rook to e8, since the exchange he makes is refuted by an interesting combination.



27 ... Nxf5 28 Qxf5 exf5 29 Nxf5 Rxe1+ 30 Rxe1 Qf6 31 Qf4!

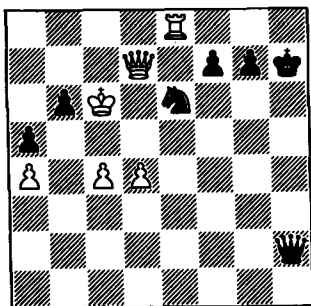
Attacking the rook and at the same time taking aim at h6. On any retreat of the Black rook follows all the same a capture on h6, while in the event of 31 ... Qd8 32 Qg3! Black loses a pawn. Alatortsev prefers to sacrifice the exchange, hoping for a dangerous attack.

31 ... Rd7 32 Nxh6+ Qxh6 33 Re8+ Kh7 34 Qf5+ Qg6 35 Qh3+ Qh6 36 Qxd7 Bxc4 37 bxc4 Qc1+

Black has every basis to reckon on perpetual check. However, White has foreseen a hidden possibility, which allows him, for all

that, to escape from the Black queen and knight.

38 Kf2 Nd3+ 39 Ke2 Nf4+ 40 Kf3 Qf1+ 41 Ke4 Ne6 42 Kd5! Qxg2+ 43 Kd6 Qxh2+ 44 Kc6



Though the White king's side pawns have been obliterated, the White king hides itself from the chase. Now a decisive role is assumed by the White passed pawn on d4, the advance of which is combined with a mating attack on the Black king.

44 ... Qe2 45 Kb7 Qxc4 46 Rc8 Qb3 47 Ka7 Qf3 48 d5 Nc5 49 Qc6 Qd3 50 Rc7 Qa6+ 51 Kb8 Qf1

White's king is now invulnerable, and he quietly strengthens the positions of his pieces. Black has to limit himself to simple tactical threats like 52 ... Na6+, which White ignores.

52 d6 Qf6 53 Qh1+ Kg6 54 Qg2+ Kh7 55 Qd5 Ne6

Leading to mate, but all the same there was by now no salvation for Black.

56 Qh5+ Kg8 57 Rc8+ Nf8 58 Rxf8+ Kxf8 59 Qh8 mate.

The importance of controlling open lines and diagonals, when attacking the king, does not require particular explanation. On open lines, attacking pieces break through to the opponent's camp and have the chance to create direct mating threats.

Here is an example of exploiting open lines in an attack.

47. Queen's Gambit

White: **Kotov**

Black: **Gligorić**

Chigorin Memorial

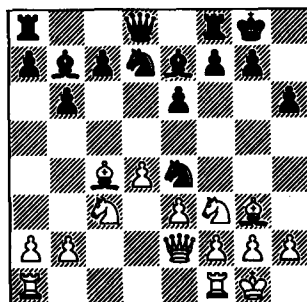
(Moscow 1947)

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Be7 5 e3 h6 6 Bh4 0-0 7 Nf3 b6 8 Bd3

The reader has already met Black's chosen system of development earlier. It is enough to cite game N° 43, Kotov-Makogonov. White's bishop move rids Black of difficulties and leads to an approximately equal game.

8 Qc2 is more active.

8 ... Bb7 9 0-0 Nbd7 10 Qe2 dxc4 11 Bxc4 Ne4 12 Bg3



White plays for complications and refrains from exchanges. All the same, this retreat offers White nothing, just as the capture on e7. Not without reason, the variation played by Black has thus proved itself.

12 ... Nxc3 13 bxc3 Bd6 14 e4 Bxg3 15 fxg3!

An interesting idea. White opens the f-file, intending to create an attack on it. Admittedly, this noticeably worsens White's pawn formation and forces him to decide the outcome of the battle right in the middlegame.

15 ... c5 16 Rad1 cxd4 17 cxd4 Rc8 18 e5

Yet another frank confession. With this advance, White reveals his plan - to play only for mate, without thinking about the possibility of an endgame.

18 ... Nb8

An incomprehensible move, since the knight soon returns to d7 again. Preferable is 18 ... Re8 and 19 ... Nf8, defending the h7 square and preparing to protect the f7 square with the rooks on the seventh rank.

19 Rf2 Bd5 20 Bd3 f5

Otherwise it is difficult to repulse the threat of 21 Bb1 and 22 Qd3. Now the b1-h7 diagonal is opened and will have important significance in the forthcoming struggle.

21 exf6 Rxf6 22 Bb1 Nd7 23 Qe3 Qe7 24 Re2

In order to occupy the e5 square with the knight, without an unne-

cessary exchange of rooks.

24 ... Qb4 25 Qd3 Nf8 26 Ne5 Bc4

Generally it is difficult to give a reply to the question: which is better, the knight e5 or the bishop d5. All the same, in the present position he should not give up the bishop, since it is assigned a great role in the defence of the white squares.

27 Nxc4 Qxc4 28 Qe3 Rd8 29 Bc2

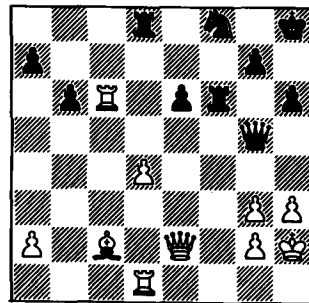
Having done its work on the b1-h7 diagonal, the bishop transfers to the neighbouring diagonal a2-g8.

29 ... Kh8 30 Bb3 Qb5 31 Rc2

White manoeuvres, preparing the most suitable conditions for the opening of the position by d5.

31 ... Rf7 32 h3 Qf5 33 Rc6 Qb5 34 Qe4 Qf5 35 Qe2 Rf6 36 Bc2 Qg5 37 Kh2

How cosy the White king feels here. There is no draught, or as S.Flohr put it, "it is just like being in a feather-bed".



37 ... Qa5 38 Be4 Rf7 39 d5!

At last! White sacrifices a pawn,

obtaining in return a dangerous initiative.

39 ... exd5 40 Qh5! Re7

The last move before the control and, as often will be the case, losing. After the correct 40 ... Rfd7 41 Bf5 d4 42 Qg4, or 41 Bd3, White has dangerous threats, but for the present there is nothing concrete to be seen.

41 Rxd5 Rxd5 42 Bxd5

A triumph for White's strategy, with control of the most important lines and diagonals. It is difficult to repulse his threat of 43 Rc8. Black sealed his next move, but at once resigned the game without resuming play, in view of the obvious reply 43 Qf5.

Also in the event of the better 42 ... Rd7, the win is achieved simply, and namely 43 Rc8 Qxd5 44 Rxf8+ Kh7 45 Qe8 and mate is unavoidable.

42 ... Qa6 1:0

We give below a game concluded by an attack on the king, in which White's three heavy pieces have a decisive say, with a deadly occupation of the only open line.

48. *Queen's Gambit*

White: **Kotov** ♀

Black: **L.Steiner**

USSR-USA Match

(Moscow 1955)

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 cxd5 exd5 5 Bg5 Be7 6 e3 h6

A good system of development.

R.Byrne played this against me at New York in 1954 and obtained quite an acceptable position. To his misfortune, Steiner either did not know the game or forgot it. Later on he deviates from the path chosen by Byrne.

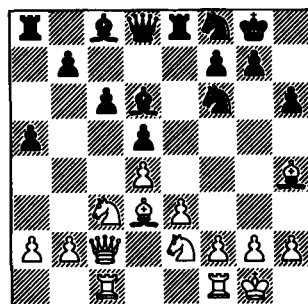
7 Bh4 0-0 8 Bd3 c6 9 Qc2 Re8 10 Nge2

In the game with Byrne, I played 10 Nf3, and after 10 ... Nbd7 11 0-0 Ne4 Black equalised the game. The move 10 Nge2 is a little stronger than 10 Nf3, since now in the event of 10 ... Ne4 11 Bxe7 Qxe7 12 Bxe4 dxe4 13 Ng3 f5 14 Nge2! the White knight can consolidate itself on the f4 square. All the same, Black has to choose this continuation, since White is only left with a small advantage.

10 ... Nbd7 11 0-0 Bd6

A weak move. The simple 11 ... Ne4 would force exchanges and significantly ease Black's task.

12 Rab1 a5 13 Rbc1 Nf8



Creating the threat of taking on h2, which would not work at once in view of 13 ... Bxh2+ 14 Kxh2 Ng4+ 15 Kg3.

14 h3 Be7 15 Bg3 Bd6 16 Bxd6 Qxd6 17 Na4 Ne6

An unfortunate move, since it allows White to create an unpleasant pin on the knight e6 and, by exchanging on e6, to weaken Black's pawn formation. Correct was to retreat the queen to d8, not allowing the knight to b6.

18 Nb6 Rb8 19 Bf5!

The strength of this move lies in the fact that it is difficult for Black now to unpin the knight e6, and White has enough time to strengthen his position.

19 ... Qc7 20 Nxc8 Rbxc8 21 Nf4 Rcd8?

Quite bad. Black must play in such a way that he forces White to take on e6 with the bishop and thereby do away with an important attacking piece. He achieves this objective by means of 21 ... Re7! For example, 22 Qa4 Ra8 23 Bxe6 fxe6 24 Ng6 Ree8 25 Rc5, and, though White has the advantage, it is all the same less than in the game. After 21 ... Re7!, taking with the knight does not work, since 22 Nxe6 fxe6 23 Bg6 e5! would leave Black with excellent prospects.

22 Nxe6 fxe6 23 Bg6 Re7 24 f4!

Now White has a menacing bishop and a considerable advantage on the king's flank, where Black has many weaknesses. White only has to strengthen the position of his pieces and then throw himself headlong into a storm against the enemy fortifications.

24 ... Ne8

A correct attempt to "seal" the weaknesses with the knight on f5. However, this is not successful.

25 Rf3!

White's plan of play is simple. He will play g4, double rooks on the g-file and open lines with the move g5. Black is not in a position to prevent this threatened offensive.

25 ... Nd6 26 g4 Rf8 27 Kh1 Kh8

The attempt to liberate himself by the move 27 ... e5 does not work. White would have played 28 dxe5 Rxe5 29 fxe5 Rxf3 30 Qg2 Rxe3 31 exd6 Qxd6 32 Bc2, remaining with an extra piece.

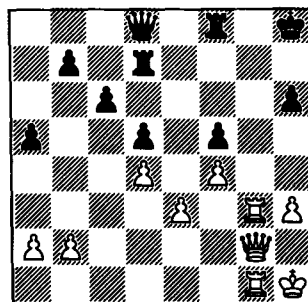
28 Rg1 Qd8 29 Rfg3 Rd7 30 g5!

Opening the g-file and not allowing the Black queen to h4.

30 ... Nf5

Leading to ruin, but also other moves do not defend him against the manoeuvre Qe2-h5 or Qg2.

31 Bxf5 exf5 32 gxh6 gxh6 33 Qg2!



Praise be to the open line! Black must defend himself against the invasion of the rook g3 to g6, g7 and

g8. He is not in a position to do this.

33 ... Rdf7

Defending the last two squares, since on 34 Rg7 follows 34 ... Qe8 35 Qg6 Qe4+ 36 Kh2 Qc2+ 37 Rg2 Qxg2+! and Black has the advantage. However, the rook successfully bursts in on g6.

34 Rg6!

He can resign. On 35 ... Rh7, decisive is 36 Rg7.

34 ... Qe7 35 Rg8+ 1:0

In the subjoined game below, White decides the outcome of the struggle with a powerful attack on the open lines and diagonals.

49. Irregular Opening

White: **Kotov**

Black: **Bondarevsky** 18 n

USSR Team Championship
(Moscow 1960)

1 d3

"What are you doing? Are you not moving the pawn to the fourth rank?", Igor Bondarevsky asked me, with astonishment, when I made this strange first move. At the board I did not have the chance to reply to him.

The fact of the matter is that recently the opening with the moves 1 e4 d6 2 d4 g6 had interested me. I played this variation in many games in various tournaments. I wanted to see how the course of the struggle would be changed when a similar system of

development was played by White.

1 ... c5 2 g3 g6

Unfortunately, Black refrains from occupying the centre with pawns and transposes the game into the closed variation of the Sicilian Defence.

3 Bg2 Bg7 4 e4 d6 5 f4 Nf6 6 Nd2 0-0 7 Nh3 Nc6 8 Nf3

Hoping after 8 ... Nd4 9 Nh4 to later gain several tempi for an attack on the king's flank and for the struggle in the centre by c3 and d4.

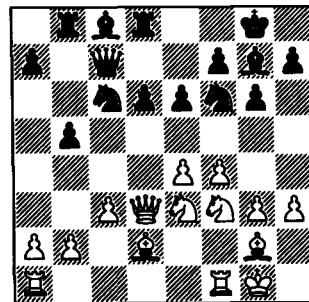
8 ... c4

A doubtful exchange. Black needs the c5 pawn, whereas the d3 pawn, for the present, does not play a great role. Black does not obtain anything upon the opening of the c-file.

9 Nf2 cxd3 10 Qxd3 Qc7 11 c3 Ng4 12 0-0 Rb8 13 Bd2 b5 14 Nd1!

This knight has an enormous future in prospect. First of all White wants to occupy the d5 square, against which Bondarevsky takes immediate measures.

14 ... Rd8 15 h3 Nf6 16 Ne3 e6



17 Nd4!

A very strong move! In the event of an exchange on d4, 17 ... Nxd4 18 cxd4, the c-file serves as an important highway for the development of pressure by White. On the other hand the b5 pawn is hanging. I think that the best defence was 17 ... a6, retaining an indeterminate centre.

17 ... d5

A cunning move. At first I thought that I would obtain the advantage by 18 Nxc6 Qxc6 19 f5; however, I was convinced that in this case 19 ... gxf5 20 exf5 e5 or 20 exd5 Qb6! leaves Black with an excellent game. Also no good is 19 exd5 Qb6! with an excellent position for Black. White has to go over to positional rails.

18 Nxc6 Qxc6 19 e5 Nd7 20 Nc2!

The knight heads for d4, where it will dominate the position.

20 ... Nc5 21 Nd4 Qb6 22 Qe3

The position in the centre is stabilised. And so, as the centre is firmly locked, White can boldly prepare a pawn offensive on the king's flank.

22 ... Bb7 23 Be1 Ne4 24 g4 f5

Bondarevsky's nerves fail him. It is not in his nature to conduct a long, passive defence, and he strives to very quickly clear up the position.

Meanwhile the move made by him is mistaken. The correct 24 ... a5 would have allowed him to conduct a defence, whereas now things are bad for Black.

25 gxf5 gxf5

Now the attack on the g-file is decisive. But who would willingly agree to give the opponent a strong passed pawn after 25 ... exf5, indeed the more so with the White knight on d4?

26 Kh2 Re8 27 Rg1 Bc8 28 Bxe4 dxe4 29 Rxd7+?

An instructive mistake. I calculated that the simple 29 Bh4 Rb7 30 Bf6 Rf8 31 Bxg7 Rxd7 32 Rxd7+ Kxd7 33 Rg1+ Kf7 34 Qg3 gives White a threatening attack. If, however, Black plays 33 ... Kh8, then 34 Qg3 Qb7 35 Nxb5 wins a pawn.

All of a sudden I wanted to play "more beautifully". After calculating the variations, I thought that my attack was irresistible; however I did not take into account one fine point.

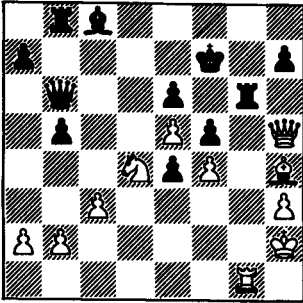
29 ... Kxd7 30 Bh4 Kf7?

Losing by force. Right after making the bishop move I noticed that the correct 30 ... Rg8! forces White to exchange the last rooks, after which the attack proves insufficient for victory. 30 ... Rg8 31 Rg1+ Kf7 32 Rxd7 Kxd7 33 Qg3+ Kf8 gives Black a sufficient defence. Thus the pursuit of unnecessary beauty almost deprived White of a deserved victory.

31 Qe2!

Now White's attack leads to mate. The penetration of the White pieces into the enemy camp on the open g-file and h4-d8 and h5-e8 diagonals is very interesting.

31 ... Rg8 32 Qh5+ Rg6 33 Rg1!



Simplest. The Black pieces do not succeed in getting over to the help of their king, and mate is unavoidable.

33 ... Kf8 34 Rxc6 hxc6 35 Qh8+ Kf7 36 Bf6 Qc5

The only defence against mate. But now the queen is lost.

37 Qg7+ Ke8 38 Qxc6+ Kf8 39 b4! 1:0

On 39 ... Qc7 follows 40 Qh6+ with unavoidable mate.

In the following game a decisive role is played by the fact that White has complete control of the long a1-h8 diagonal. Though simplification also occurred in the game, the White bishop on this diagonal helped to create a crushing attack even with very little means.

50. Nimzo-Indian Defence

White: **Kotov**

Black: **Lisitsin**

½-final 13th USSR Championship
(Moscow 1944)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3

d6 5 Bd3 c5 6 a3 Bxc3+ 7 bxc3 Nc6 8 Ne2 e5 9 0-0 0-0

One of the better-known variations of the Nimzo-Indian Defence has been played. White pins all his hopes on the pawn attack e4 and f4, whereas Black strives to consolidate himself on the e5 square. White's next move is a sacrifice of a pawn, the acceptance of which would lead to open diagonals for the White bishops.

10 e4 cxd4 11 cxd4 Nd7 12 Bb2 b6 13 f4 Bb7 14 Rc1 Rc8 15 Rf3 Nxd4

Running counter to Black's whole system of defence. The correct 15 ... f6 would reliably strengthen the centre and, principally, hamper the movements of the bishop b2.

16 Nxd4 exd4 17 Bb1?

An inaccuracy, which lets slip all his advantage.

The correct continuation was 17 Rg3, unpinning the e4 pawn. After this, 18 Bb1 and 19 Bxd4 would give White appreciable pressure on the king's flank.

After White's mistake, the struggle suddenly becomes sharp.

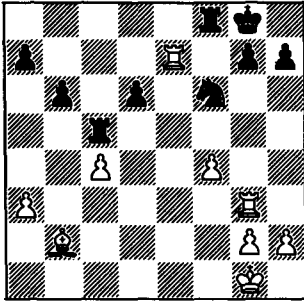
17 ... f5! 18 Qxd4 Nf6 19 Re1? fxe4?

Both players fail to notice the effective 19 ... Qe7! with the win of the e4 pawn. If then 20 Rfe3, then 20 ... Bxe4 21 Bxe4 fxe4.

20 Bxe4 Bxe4 21 Rxe4 Qc7

At this moment Black offered a draw, but White refused. The strong bishop b2 gives him an unquestionable advantage.

22 Rg3 Qc5 23 Qxc5 Rxc5 24 Re7



White invades on the seventh rank and Black cannot drive the rook e7 out from there, since on 24 ... Rf7 follows 25 Bxf6. Also bad is 24 ... Nh5 25 Rgxg7+.

24 ... g6 25 Rd3 Rxc4 26 Rxd6 Rxf4 27 g3 Rf5 28 Rxa7 b5 29 Bd4 g5

It is very difficult for Black to liberate himself. On 29 ... Rf7 follows 30 Ra8+ Kg7 31 g4 Rf4 32 g5 Rg4+ 33 Kh1 Rxc5 34 Rxf6 Rxf6 35 Ra7+ and White wins.

30 Re6! g4

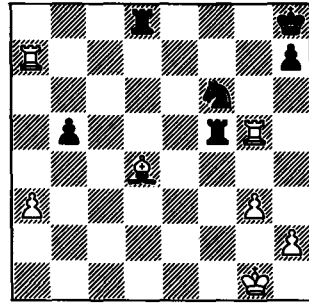
Missing the last chance of a draw. With 30 ... Rf7 31 Ra8+ Kg7 32 Raa6 g4 33 Rab6 Kg6, Black gives up the b5 pawn, but all the same he has hopes of salvation. After the move made, White easily achieves victory.

31 Ree7 Rc8 32 Rg7+ Kh8

Or 32 ... Kf8 33 Bb2! Rd8 34 Bc3 and the threat of 35 Bb4+ is decisive.

33 Rxc4 Rd8 34 Rg5!

A little concluding trick. Black loses a rook.



34 ... Rf3 35 Kg2 1:0

We now look at a game where, upon same-side castling, a decisive role in the attack is played by a pawn storm. We remind the reader that usually such a storm can achieve success only when the centre is firmly locked and the opponent cannot exploit, by a counterattack, the weakened position, arising from the departure into the storm of the pawns covering the king of the attacking side.

51. King's Indian Defence

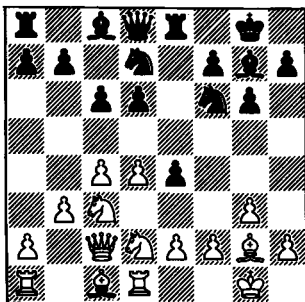
White: **Stoltz** (40-)

Black: **Kotov**
(Saltsjöbaden 1952)

1 d4 Nf6 2 c4 g6 3 g3 Bg7 4 Bg2 d6 5 Nc3 0-0 6 Nf3 Nbd7 7 0-0 e5 8 Qc2 c6 9 b3 Re8 10 Rd1

This mode of play for White was fashionable at the time. In the present game, Black displays an example of energetic play, placing under doubt the system with the early occupation of the d-file by the rook.

10 ... e4 11 Nd2



After this Black obtains the better game. 11 Ng5 leads to complicated variations, since then the manoeuvre, carried out by Black in the present game, does not work because of the fact that he does not have the move ... Re6. On 11 Ng5 Black would have to sacrifice a pawn by 11 ... e3?! with a complicated struggle.

11 ... d5 12 cxd5 cxd5 13 Nb5

At first sight it seems that White's attack is dangerous. However, the knight thrust is not supported by the other White pieces, and therefore it is easy for Black to beat off. The success of Black's counter-attack is guaranteed by the fact that Black is considerably stronger in the centre. The centre, as is well-known, is always the main area of the struggle, and for the success of a flank attack in the majority of cases it is necessary to have the advantage in the centre.

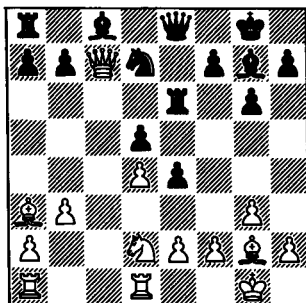
13 ... Re6!

Beginning a deep defensive system, securing Black in the end a considerable advantage. White, in

view of the threat 14 ... Rc6, is forced to make an apparently threatening, attacking move.

14 Qc7 Qe8 15 Nd6 Qf8 16 Ba3 Ne8 17 Nxe8 Qxe8!

Considerably stronger than 17 ... Qxa3, since the bishop a3 is badly placed and cannot take part in the play on the king's flank.



18 Nf1 Rc6 19 Qf4 Nf8 20 Qd2 Bd7 21 Rac1 Ne6 22 Rxc6 Bxc6

Now all possibilities of play on the queen's flank for White are liquidated and he must wait for the offensive of the Black pieces on the king's flank. The results of the opening struggle are obviously in Black's favour.

23 e3 f5

After fully securing himself in the centre, Black begins a pawn storm against the White king. In this he utilises all his pawns on the king's flank, not afraid of weakening his own position. The reliably fortified centre insures Black against any surprises.

24 Rc1 g5 25 Qd1 Qg6 26 Rc2 f4! 27 Bh3 Bd7 28 Kh1 h5

Threatening to trap the bishop

h3. This forces White to go in for an opening of the g-file.

29 gxf4 gxf4 30 f3

White is seeking salvation in complications. However, Black has a considerable advantage and he must win without difficulty.

30 ... exf3 31 Rf2

Before taking on f3, it is necessary to remove the rook from attack.

31 ... Qe4!

Leading to victory, since the position of the queen on e4 creates a great number of combinational possibilities.

32 exf4 Nxf4!

A decisive blow. In giving up two pieces for a rook, Black rightly reckons that his mating threats will be irresistible.

33 Bxd7 Nd3 34 Qd2 Nxf2+ 35 Qxf2 Bxd4 36 Be6+!

Up to here, all White's replies were forced. Since after 36 Qg3+ Kh7 he has no defence against the threats of 37 ... Rg8 and 37 ... f2+, Stoltz finds a last chance to save himself, which surprisingly brings success.

36 ... Kh8?

A mistake in time-trouble, based on a curious oversight. There was an easy win by 36 ... Kh7! 37 Bf5+ Qxf5 38 Qxd4 f2! and White can resign because of the threats 39 ... Qf3 mate and 39 ... Rg8.

37 Bb2! Bxb2 38 Qxb2+ Kh7 39 Bh3

Black, in calculating the variation to the 39th move, thought that he would win here by 39 ...

f2+ 40 Bg2 Rg8, not noticing the double refutation: the move 41 Qxf2 and the capture on e4 with check! A serious incident!

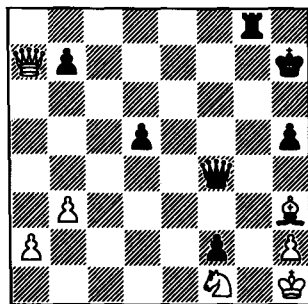
39 ... Rg8 40 Qf2 Qf4

The game was adjourned in this position and resumed the following morning. Home analysis showed that if White were to seal the right move 41 Ng3, then Black's chances for victory were not great, though he would still retain some advantage.

However, upon resumption, it turned out that Stoltz had sealed a mistaken move, at once losing the game.

41 Qxa7? f2!

Now 42 Ng3 does not save him. On this, decisive is 42 ... Qf3+ 43 Bg2 f1(Q)+ 44 Nxf1 Qxg2 mate.



42 Bg2 Qf3!

Stoltz captured the a7 pawn, with his sealed move, because he did not notice this effective but uncomplicated blow, leading to mate.


0:1

In the game given below, Black,

with the single-handed advance of the f7 pawn, brings confusion in the White camp and achieves a decisive advantage by a simple positional sacrifice of the exchange.

52. King's Indian Defence

White: **Golombek**

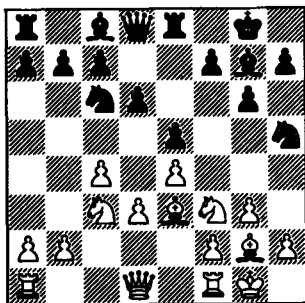
Black: **Kotov** 
(Saltsjöbaden 1952)

1 c4 Nf6 2 Nf3 g6 3 g3 Bg7 4 Bg2 0-0 5 0-0 d6 6 Nc3 e5 7 d3 Nh5 8 e4

White confuses two systems. Usually, when playing d3, White refrains from the advance of the e2 pawn, creating play on the queen's flank by means of 8 Rb1 and 9 b4. Now Black succeeds in advancing the f7 pawn with an excellent game.

8 ... Nc6 9 Be3 Re8

First of all, Black prevents the move d4. Now, on this advance, would follow 10 ... Bg4.



10 Qd2 Nd4 11 Ne2 Nxf3+ 12 Bxf3 Bh3 13 Bg2 Bxg2 14 Kxg2 c6 15 Nc3 f5

Black has obtained an excellent position. After his next move White will be forced to prevent the threat ... f4 by the counter-advance f4, but this leads to an exposure of the weakened White king's position, which gives Black yet another chance in the forthcoming struggle.

16 Rae1 Qf6 17 f4 Rf8!

A positional sacrifice of the exchange, which White should not accept. By playing 18 Rd1 and, when opportunity offers, d4, White could hope for a more successful defence.

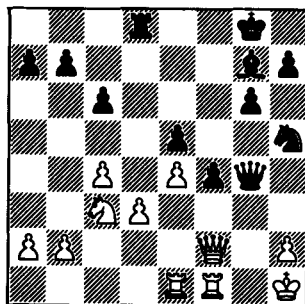
18 fxe5 dxe5 19 g4 f4!

The passed f-pawn in the role of a storming wedge. It not only restricts White's pieces, but also creates combinational possibilities, while, after the destruction of the g4 pawn, it acts as an advance guard for all Black's storming infantry.

20 Bc5 Qg5 21 Kh1

"Incidentally" 21 ... f3+ was threatened, winning the queen.

21 ... Qxg4 22 Bxf8 Rxf8 23 Qf2 Rd8!



Cool and confident. Black decides to firmly blockade the centre and only then busy himself with the king's flank. White cannot take the a7 pawn, since then 24 ... Ng3+ 25 hxc3 Qh3+ 26 Kg1 Qxc3+ 27 Kh1 Qh4+ 28 Kg1 Rxd3 gives Black an irresistible mating attack. On 24 Qxa7, also not bad is an immediate 24 ... Rxd3, retaining all the threats.

24 Rd1 Bf8 25 Ne2 Nf6 26 Qg2

Acknowledging the hopelessness of his position, though even with the queens on, White's chances are

not much improved. Nevertheless, he should retain the queens and first of all prevent the exit of the bishop to c5 by means of 26 a3 b6 27 b4.

26 ... Qxc3+ 27 Kxc3 Ng4 28 Rf3 Bc5 29 d4

Desperation. The win is now elementary for Black.

29 ... Bxd4 30 Rdd3 g5 31 h3 Ne3+ 32 Kh1 Nxc4 33 b3 Ne3 34 Nxd4 exd4 35 Rf2 Kf7 36 Rfd2 c5 37 b4 b6 38 bxc5 bxc5 39 Rb3 c4 40 Rb7+ Ke6 41 Rc7 d3 0:1

Attack on Opposite-sides Castling

In a considerable number of games the opponents remove their kings to different sides of the board: one on the king's flank - one to the queen's. Most often this is done with the help of castling on opposite sides. Sometimes this is done by force, for example when one's own position on the other flank is shattered or weakened, at times intentionally. Castling on opposite sides is particularly frequent when wanting sharp play - the need to win.

Play on opposite-sides castling is principally different from play when both kings are situated on one side of the board. The main feature of this play is the active and at times decisive role of the pawns. On same-side castling the pawns play a secondary role in the attack, it is often dangerous to hurl them into battle, since the position of one's king is thereby exposed. On opposite-sides castling, the attacker can boldly advance his pawns to storm the enemy king, since his own king is situated at the other end of the board. Besides this, it is precisely the pawns which provide the attacker with the simplest way of blowing up the foundations of the enemy defence; firstly they are very inexpensive material, secondly, when pawns are given up, lines are opened for an invasion of heavy pieces into the enemy camp.

Once upon a time, long ago, I occupied myself with working out the rules of attack for opposite-sides castling. The whole systematisation of my rules I imparted to the reader in the book *The Chess Legacy of A.A.Alekhine* - volume 1. We briefly enumerate these features and rules.

On beginning a pawn storm, it is necessary to take into account that it bears a forcing character and it is essential to calculate just as accurately as when calculating a combination. He who first seizes the initiative, achieves in this game decisive success. Therefore, when planning a pawn storm, it is necessary to accurately take into account whether or not the opponent outstrips you in attack and whether or not he forces you to go over to prolonged defence. With such a headlong attack it is usual "to burn one's bridges", therefore, before castling on the other side, it is necessary to weigh up all the fine points and features of the position. In particular, before castling, it is useful to make a few attacking pawn moves on the other end of the board.

What factors determine the success of a pawn storm? We can list:

- 1) The position of one's own and the hostile pawns: how far they are advanced, doubled or isolated, whether they can advance quickly. It is necessary to evaluate accurately every feature of the position - sometimes one attacking pawn is more important than several others.
- 2) The position of the opponent's pawns. Particularly important is the presence of pawns advanced from the general row, which one can catch on to and exchange, in order to open lines. The defender must therefore in every way possible avoid the advance of his own pawns where he is conducting a defence.
- 3) The position of one's own pieces and the pieces of the opponent. Do the opponent's pieces allow us tempi for the attack when attacking them, do we gain time for the advance of the pawns? As regards one's own pieces, they must not prevent their own pawns from advancing, and must be able, at the decisive moment, to support the approach of the infantry.

In the following games, the reader will see how all these enumerated features are taken into account, when there is a sharp game with opposite-sides castling.

The game with E.Polyak received a special prize "for beauty" in the Moscow-Ukraine match 1937. In it, White's headlong attack is concluded with an original position, in which the White pawns play a decisive role in the destruction of the enemy.

53. Dutch Defence

White: **Kotov**

Black: **E.Polyak**

(Moscow-Ukraine match 1937)

1 d4 f5

The basic defect of the Dutch

Game is the difficulty with Black's first move. If 1 ... e6 is played, then White, instead of the complicated and sharp close engagement of the Dutch, could go over to a quiet French, with a small positional advantage for himself in the line

1 d4 e6 2 e4 d5 3 Nd2. However, playing an immediate 1 ... f5 means committing himself to a difficult defence in the Staunton Gambit.

2 e4 fxe4 3 Nc3 Nf6 4 f3

A recent innovation. Formerly, in the Staunton Gambit, 4 Bg5 was played at once, striving firstly to pin the knight f6, and only after that to continue his development by means of 5 f3. Nowadays we do not like to accept a pawn sacrifice and then endure difficulties because of it, therefore, after 4 Bg5 e6 5 f3, it is considered that Black best returns the pawn by 5 ... e3.

Convinced that in this case his formation will be bad, White adopts a "cunning" approach. Now he prefers to play an immediate 4 f3, after which the return of the e4 pawn does not involve any loss of time for White.

4 ... e3 5 Bxe3 e6 6 Bd3 Be7 7 Qd2

As later becomes clear, it is better to place the queen on e2, but is it possible to foresee all possibilities in chess?

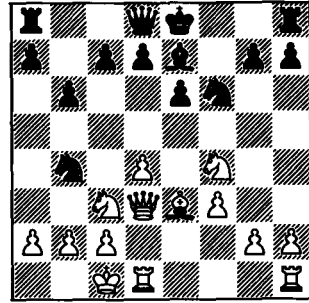
7 ... b6 8 Nh3 Ba6

This useful exchange for Black would not have been possible if the White queen were standing on e2.

9 0-0-0 Bxd3 10 Qxd3 Nc6 11 Nf4 Nb4

White outstrips the opponent considerably in development, and now dangerous threats hang over Black's position. Thus immediately castling would cost him a pawn: 11 ... 0-0 12 d5 Nb4 13 Qc4 Nbx d5 14

Nfxd5 Nxd5 15 Nxd5 exd5 16 Qxd5+, and the d7 pawn is lost.



12 Qe2 0-0 13 Kb1 Qc8 14 a3 Nbd5 15 Ncxd5 exd5

The position is defined. There being approximate equilibrium in the centre, the flanks now assume a decisive role. Black turns to a pawn storm on the queen's flank, White to the king's. Who outstrips who in these headlong attacks? White has one advantage - his pieces are already located on the king's flank, whereas Black still has to bring up his reserves. On the other hand, Black has a "catch" on the way to his pawn storm - the White a3 pawn is advanced and assists the opening of lines, whereas in the Black king's camp there is no such weakness. In general, the storm is double-edged, and there is in prospect a complicated struggle, which requires a great deal of inventiveness from the opponents.

16 g4 Qb7 17 h4 b5 18 Qd3!

In positions with mutual pawn storms, that side wins who first succeeds in seizing the initiative and forces the opponent to go over

to defence. General considerations dictate that in the present position Black has the better chances, since the advanced a3 pawn gives him the possibility of opening the b or a files, whereas White does not have this possibility. However, it is necessary to calculate such positions with the same accuracy which is required in the calculation of combinations, taking into account all the tactical possibilities. In the present case, an accurate appraisal of the position indicates that White has a concrete threat of opening the h-file by h5-h6, since, on ... g6, the knight sacrifice on g6 is decisive. With the text move, White, in preparing this threat, incidentally prevents ... b4, on which follows 19 a4 and the move 19 ... b3 is not possible.

18 ... Ne8?

Removing a piece from the path of the White pawns. This generally correct method in the present concrete case is mistaken, since the manoeuvre ... Ne8-d6-c4 is behind schedule. More tenacious was 18 ... Bd6, driving away the knight from the important f4 position.

19 h5 Rf6

Also 19 ... Bg5 does not save him, in view of 20 h6. For example:

- 1) 20 ... Bxh6 21 g5 and wins.
- 2) 20 ... Bxf4 21 hxg7 Nxg7 22 Qxh7+ Kf7 23 Bxf4.
- 3) 20 ... gxh6 21 Ne6 dxe6 22 Bxg5 with a decisive attack.
- 4) 20 ... Rxf4 21 Bxf4 Bxf4 22 hxg7

Nxg7 (on 22 ... h6 or 22 ... Nf6, decisive is 23 Qf5) 23 Qxh7+ Kf7 24 Rh5 and wins.

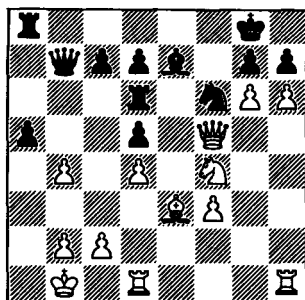
20 g5 Rd6

Also there is no salvation in 20 ... Rf8 21 h6 g6 22 Nxg6 hxg6 23 Qxg6+ Kh8 24 Qh5; the White pawns will sweep away everything in their path.

21 Qf5 b4 22 axb4 a5

An illustration of how sharp the pawn storm is, on opposite-sides castling. Black has now obtained two tempi, and, after ... axb4 and ... Qa7, the situation would immediately become hopeless for White. But White has accurately calculated all variations and decides the game in his favour with a beautiful blow.

23 g6 Nf6 24 h6!



A position which is typical for a pawn storm. White opens lines on the king's flank and begins a conclusive attack on the opponent's king.

24 ... hxg6 25 Qxg6 Bf8

Leading to mate is 25 ... Ne8 26 h7+ Kh8 27 Qxd6 and 28 Ng6 mate.

26 h7+

Simplest, though it was also possible to play for mate by 26 Rg1 Ne8 27 h7+ Kh8 28 Qxd6 and 29 Ng6 mate.

26 ... Nxb7

On 26 ... Kh8, follows mate in five moves: 27 Qf7 Nxb7 28 Rxh7+ Kxh7 29 Rh1+ Rh6 30 Rxh6+ Kxh6 31 Qg6 mate.

27 Qxh7+ Kf7 28 Qf5+ Kg8 29 Ng6 Rf6 30 Rh8+ Kf7 31 Ne5+ Ke8 32 Qxd7 mate.

As in the previous example, in the following game Black also obtains nothing from the mutual aggressive operations of the opponents on the open lines of the king's flank.

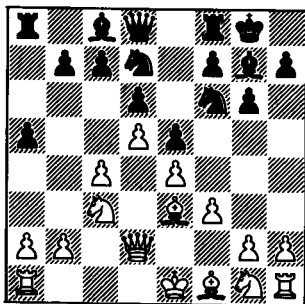
'54. King's Indian Defence

White: **Kotov**

Black: **Crown**

USSR-Great Britain Match
(London 1947)

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 0-0 6 Be3 Nbd7 7 Qd2 e5 8 d5 a5



The initial cause of Black's defeat. Crown strives for only one aim - to secure the c5 position for his knight, thereby forgetting about the more important task - to organise an attack on the queen's flank. Correct was 8 ... a6, so as, even with the pawn sacrifice ... b5, to open the a and b files.

9 g4 Nc5 10 0-0-0 Ne8 11 h4 f5

There is no other apparent means of counterplay for Black. However, the advance of the f7 pawn opens the g-file, on which White soon develops active operations.

12 gxf5 gxf5 13 Bh3 f4 14 Bf2 h6 15 Bxc8 Rxc8 16 Nh3 Rf7 17 Rdg1 c6

It is psychologically very difficult to continually sit behind a wall of one's own pawns, marking time with the pieces inside the camp. However, the activity displayed by Black only damages him - now in his camp two weaknesses are formed at once - d5 and d6. After carefully weighing up the pros and cons, Black, for all that, ought to have refrained from ... c6 and limited himself to waiting manoeuvres. The misplaced activity is his downfall.

18 Kb1 Qd7 19 Rd1 cxd5 20 Nxd5 Qd8 21 Rhg1 Qd7 22 Rh1 Qd8 23 Qe2

Both sides manoeuvre, defending against the opponent's threats and choosing the best way of posting their forces.

23 ... a4 24 Rhg1 Kf8 25 Rg6

How unequal are the chances of the two sides! Whereas White already has fully occupied the open lines and broken into the enemy camp, Black has nothing and is forced into passive defence against the mounting threats of the attacking White pieces.

25 ... Rc6 26 Rdg1 Qc8 27 Bxc5 dxc5 28 Nf2 Rxc6 29 Rxc6 Qd8 30 Nd3

Black's pieces are pinned to the last three ranks, whereas White's forces are stirred to more activity. However the principal factor of the position is that the clouds are thickening over Black's king, whereas the White king is in the utmost safety.

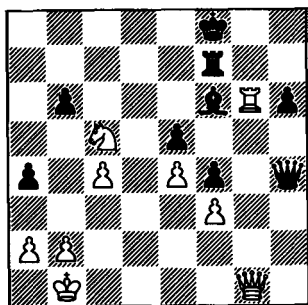
30 ... Qxh4 31 Qg2!

Doubling on the g-file and threatening the terrible blow 32 Nxe5!, immediately deciding the game in his favour.

31 ... Nf6 32 Nxf6

Of course, not 32 Nxe5? Nxd5 33 Nxf7 Qe1+ and 34 ... Nb4 mate.

32 ... Bxf6 33 Qg1 b6 34 Nxc5!



An uncomplicated sacrifice,

opening a road for the White pieces to the enemy king.

34 ... bxc5

Leading by force to mate, but also other defences do not save him.

35 Rg8+ Ke7 36 Qxc5+ Kd7 37 Qc8+ 1:0

One more example of a thoroughly prepared and energetically conducted pawn storm.

55. King's Indian Defence

White: **Neustadt**

Black: **Kotov**

1/2-final 24th USSR Championship (Leningrad 1956)

1 e4 d6

Once upon a time this opening was called "irregular", and in fact, Black played without a plan, his moves were casual, not linked to one another. It is understandable that White easily refuted such play.

In recent years, the move 1 ... d6 came to be linked with a definite, fairly clear-cut plan of development. In particular, the reader will see quite a few games played by me with this opening. And each time Black's moves are subordinate to a common general aim, a common plan. In brief, this plan is such: Black plays an ordinary King's Indian Defence, however he bides his time with the development of the knight g8 until a moment when the most favourable position for it is

decided. Sometimes it is developed, all the same, on f6 and then the usual King's Indian Defence is obtained, in a number of cases the knight goes to e7 or h6. Such a flexible system at times brings great success. It also makes a successful appearance in the present game.

2 d4 g6 3 Nc3 Bg7 4 Nf3 Bg4

A link of one and the same plan: Black mobilises all his forces for an attack on the d4 square. For this, he removes the knight f3 which defends the d4 square.

5 Be2 Nc6 6 Be3 e5

The reader can convince himself of how favourably the fact is for Black that his knight is not yet screening the a1-h8 diagonal. Now White already is not in a position to maintain the tension in the centre and must decide the fate of the centre. How to decide it? If he exchanges on e5, then Black obtains an excellent strong point on d4. Therefore Neustadt chooses another possibility.

7 d5 Nce7

A timid decision. After the energetic 7 ... Bxf3 8 Bxf3 Nd4 Black is firmly established in the centre, since 9 Bxd4 exd4 10 Nb5 c5 11 dxc6 bxc6 12 Nxd4 Qb6! would give Black excellent chances. In particular, there is nothing for White in either 13 Nxc6 Bxb2! or 13 e5 Rc8!, in both cases with an excellent game for Black.

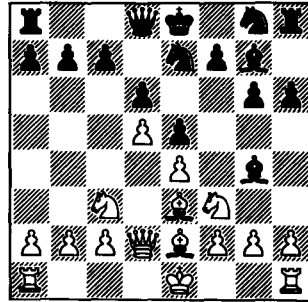
8 Qd2

M.Taimanov's suggestion of 8 Ng1!, exchanging the important

bishop g4, also deserves attention.

8 ... h6

Another diffident move. After 8 ... Bxf3 9 Bxf3 f5, the threat of 10 ... f4 forces White to lose quite a lot of time.



9 Ng1 Bxe2 10 Ngxe2 f5 11 f3 Nf6 12 0-0-0

The position is defined. Black, obviously, will castle king's side, after which both opponents will have to prepare pawn storms against the king. However, before he castles, Black takes some measures on the king's flank with the aim of bringing a number of the opponent's pieces into disarray, improving the deployment of his own forces and at the same time making castling possible, by defending the h6 pawn.

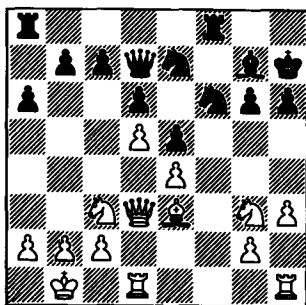
12 ... fxe4 13 fxe4 Ng4 14 Bg1 0-0 15 Ng3 Qd7 16 h3 Nf6 17 Be3 Kh7

Black has put his king's flank in order and with the following moves commences a pawn storm on the other end of the front. White's misfortune lies in the fact that it is not easy to create counterplay against

the Black king, since the White pieces are badly placed. In particular, in order to play g4, White must remove his knight from g3, but on 18 Nge2 would follow ... b5 with the unpleasant threat ... b4. As a result, White has to lose time on preparatory operations, which gives Black the chance to outstrip the opponent in the development of the attack.

18 Qd3 a6 19 Kb1?

Yet another loss of tempo, this time already unnecessary.



19 ... b5

The beginning of a complicated and lengthy plan, leading in the end to the triumph of Black's strategy. The aim of this plan is to open the b and c files, and also the a1-h8 diagonal for the bishop g7. This is achieved in several stages:

1) with the move ... b4, the knight c3, which defends the d5 and e4 squares, is thrust back.

2) by ... c6, the d5 pawn is exchanged and the c-file opened.

3) with the move ... d5, the e4 pawn is done away with, which gives Black the possibility of ad-

vancing ... e4, after which the bishop g7 is at large.

20 Nf1 b4 21 Ne2 c6!

Beginning the first stage. It is now unfavourable for White to play 22 dxc6 Qxc6, and the e4 square is difficult to defend, while 23 Qxd6 gives Black an obvious advantage after 23 ... Qxd6 24 Rxd6 Nxe4 25 Rd7 Nf5. As a result, White decides to reinforce the d5 square, but this gives rise to the opening of another important line - the b-file.

22 c4 bxc3 23 dxc6 Qxc6 24
Nxc3 Rab8!

Concentrating forces on the open file and indirectly defending the d6 pawn (25 Qxd6? Qxc3).

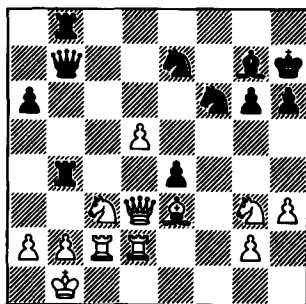
25 Ng3 Rb4 26 Rd2 Rfb8 27 Rc1
Qb7 28 Rcc2 d5!

A decisive blow, completing Black's plan begun ten moves ago. As soon as the bishop g7 is opened up, it will be hopeless for White. But how can he prevent this liberation?

29 exd5

Not the best defence. 29 Bc5 would be more tenacious.

29 ... e4!



The bishop g7, which has been lying in wait for a long time, escapes to freedom and creates terrible destruction. It is obviously impossible to take the pawn on e4, since then a catastrophe takes place on the b2 square.

30 Qe2 Nexd5 31 Nd1 Nd7

The Black pieces re-form to deliver the decisive blow:

In a difficult position, White goes for a forcing variation; however, even in the continuation he chooses, the chances of saving himself are insignificant.

32 Rc4 Rxc4 33 Qxc4 Nxe3 34 Nxe3 Bxb2 35 Qb3 Bg7

Just as good are both 35 ... Be5 and 35 ... Bc3.

36 Rxd7

Overlooking the refutation. But the endgame after 36 Qxb7 Rxb7+ was also quite hopeless for White.

36 ... Qxd7 37 Qxb8 Qd3+ 38 Kc1

Or 38 Nc2 Qd1 mate.

38 ... Qxe3+ 0:1

In the following very complicated and intricate game, Black carries out a pawn storm and opens lines.

However, when the time comes for the realisation of the success he has achieved, the Black pieces are not able to develop a decisive initiative and the game drags on for many moves, with the balance continually tilting to one side then the other.

56. Caro-Kann Defence

White: **Rossolimo**

Black: **Kotov** (45n)
(Venice 1950)

1 e4 c6 2 Nc3 d5 3 Nf3 Bg4 4 h3 Bxf3 5 Qxf3 e6

This variation, which was fashionable at the time, is yet another example of the contemporary understanding of the chess struggle and, in particular, the strategy of the opening.

Black, not striving for an immediate gain of space, creates a solid position in the centre with prospects of carrying out the necessary liberating advance in the near future. Beforehand he exchanged the bishop c8, which is usually inactive in the set-up, for the knight f3, which has an immediate influence upon the struggle for the central squares. After White plays 6 d4, the game is led approximately into the well-known scheme of the French Defence, but with the advantage for Black of the exchange of the knight f3 for the bishop c8.

6 d4 Nf6 7 Bd3 Be7

Wisely refraining from the acceptance of the pawn sacrifice, since, after 7 ... dxe4 8 Nxe4 Qxd4, White gains several tempi for the development of the attack.

8 e5 Nfd7 9 Qg3 g6 10 Ne2 c5 11 c3 Nc6 12 0-0 Qb6 13 Qf4 h5

Black decides to castle on the queen's side, but beforehand he will develop attacking operations

on the king's flank, in order to pin down White's forces.

From this point of view, the move made by Rossolimo is obviously illogical. He should play 14 Rb1, likewise preparing, in the event of queen's-side castling by Black, for an attack on the king's position.

14 a3 g5 15 Qe3 c4! 16 Bc2 0-0-0 17 Rb1 Na5?

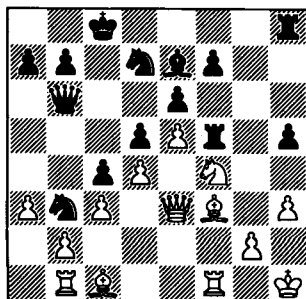
Stronger was 17 ... Rdg8, preventing the move 18 f4, on which follows 18 ... gxf4 19 Nxf4 Ndxg5, and 20 dxg5 is not possible in view of 20 ... Bc5. In the event of 18 b3, Black could play 18 ... cxb3 19 Bxb3 Na5 20 Ba2 Qc7 with a subsequent 21 ... Nb6 and 22 ... Nc4, holding the initiative on both flanks.

18 f4! gxf4 19 Nxf4 Rdg8 20 Bd1 Rg5 21 Kh1?

A substantial inaccuracy, allowing Black to exchange the important bishop c1. Correct was 21 Qf2 and then 22 Be3, retaining approximately equal chances. Now Black obtains the advantage, mainly due to his domination of the black squares.

21 ... Nb3 22 Bf3 Rf5

Black has successfully carried out a pawn storm and opened the g-file. He threatens the terrible 23 ... Bg5, which must immediately decide the game. It seems that success is at hand for Black. However one factor, which I did not take into account at the beginning of the storm, has a telling effect.



The Black pieces are in no position to support the progress of their infantry. They are either badly placed: the knight d7, rook f5, or are distant from the battle zone: the knight b3, queen b6. This is why, with energetic play, Rossolimo to a considerable extent beats off the opponent's attack.

Here the fighting qualities of Rossolimo - a chess professional - begin to tell. Without a moment's reflection, guided only by the feeling of danger, he makes a paradoxical defensive move, which I confess did not occur to me.

23 g4! hxg4 24 Bxg4 Rg5 25 Qe2 Nxc1 26 Rbxc1 Rh4 27 Rg1 Kb8 28 Rcf1 Qd8 29 Bh5 Qg8 30 Rxg5 Bxg5 31 Bg4 Nb6

Despite excellent defence, Rossolimo, all the same, cannot fully eliminate the consequences of strategical errors, made by him in the opening of the game. Black's advantage lies in the active position of his pieces, the bad position of the enemy king, and also the weakness of White's pawn configuration on the queen's flank, which

must tell particularly in the end-game.

Therefore Black's plan of play must consist of the transfer of the knight to a4, so as to pin down the rook or queen to the defence of the b2 pawn. After this Black creates the threat to exchange queens on the d3 square and, when opportunity offers, also e4, combining it with the advance of the pawns on the queen's flank: ... a5 and ... b5-b4. Of course, it is still not possible to talk of a win, but Black retains an enduring initiative with this plan.

32 Ng2 Rh7 33 Qc2 a6 34 Kh2 Nd7

Being in time-trouble, Black manoeuvres so as to make the remaining moves before the control.

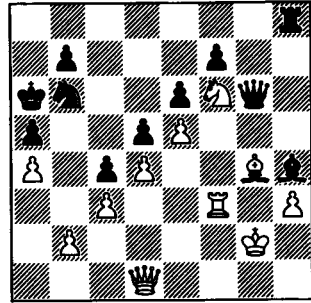
35 Qe2 Qg6 36 Nf4 Qh6 37 Nh5 Qg6 38 Nf4 Qh6 39 Nh5 Ka7 40 Kh1 Qg6 41 Kh2

White sealed this move. A short analysis during the two-hour break showed that Black has chances of victory, in view of the possible attack on the queen's flank.

41 ... Nb6 42 Nf6 Rh8 43 Qd1 Bh4

Here 43 ... Qd3! was very strong. Taking the White queen is bad, since the d3 pawn is highly dangerous. Black, however, will take on d1 only when this is favourable for him. From its position on d3, the queen would considerably hamper White's pieces.

44 Rf3! a5 45 Kg2 Ka6 46 a4!



White is again alert. He prevents the move 44 ... Kb5, after which the Black knight would establish itself on a4. Black once again has to change his plan, but before carrying out a decisive operation he gains a few moves because of impending time-trouble. Henceforth he intends to attack the a4 pawn.

46 ... Ka7 47 Kf1 Kb8 48 Kg2 Ka7 49 Kf1 Qh6 50 Ke2 Qf8 51 Kf1 Qc8?

Rossolimo's ingenious and steadfast defence has led to Black losing his composure and letting himself in for complications, with the risk of defeat. But meanwhile there was no need at all for such extraordinary measures. By playing 51 ... Rh6!, Black sets the opponent a difficult task - to defend himself against 52 ... Bxf6 and 53 ... Qe8 with the win of the a4 pawn.

If White plays passively, for example, 52 Kg2, then after 52 ... Bxf6 53 Rxf6 Rxf6 54 exf6 Qh6 55 Qf3 Nd7 he loses a pawn (56 Bh5 Nxf6 57 Bxf7 Qg7+). There remains to look at a couple of moves, which change the position - 52 Bh5

and 52 Nh5.

After 52 Bh5, Black obtains a decisive advantage by means of 52 ... Qh8! 53 Bxf7 Bxf6 54 exf6 Rxh3 55 Rxh3 (the attempt to sacrifice the queen 55 Bxe6 does not work because of 55 ... Rh1+ 56 Ke2 Qh2+! 57 Rf2 Qh5+ winning easily) 55 ... Qxh3+ 56 Ke2 Qg4+ with the win of the f6 pawn, which gives Black great chances of victory.

If White plays 52 Nh5, there would follow 52 ... Qe8. Now 53 Ng7? loses after 53 ... Qh8 54 Rxf7 Rh7. In the event of 53 Nf6, however, Black could simply take on a4 with the queen or play a preliminary 53 ... Bxf6 54 Rxf6 Rxf6 55 exf6 and only then 55 ... Nxa4. Also not bad after 55 exf6 is to play 55 ... Qh8 56 Qf3 Nd7 57 Bh5 Qh7, and thanks to the threats 57 ... Nxf6 and, if opportunity offers, 57 ... Qb1+, Black has the better position.

Thus 51 ... Rh6 would have given Black every basis to conclude this complicated struggle in his favour.

Now, however, a combinational storm passes over the board...

52 Bh5 Qc6

Stubborn, as before. It was still not too late to make an attempt to return to the above indicated variations by means of 52 ... Qf8.

53 Bxf7 Nxa4 54 Qc2 Nb6 55 Nh5 Qa4

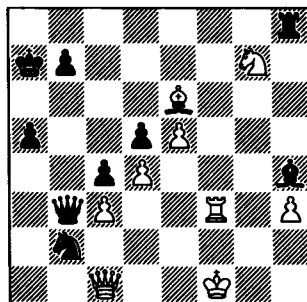
It is already difficult for Black to defend himself against the threat of

56 Ng7. Therefore, in mutual time-trouble, he tries to obtain counterchances by attacking the b2 pawn.

56 Qc1?

Simpler was 56 Qxa4 Nxa4 57 Ng7 Nxb2 58 Bxe6 a4 59 Ke2, and Black is left with only insignificant prospects of a draw.

56 ... Qb3 57 Ng7! Na4 58 Bxe6! Nxb2!



If Black has chances, these are of course only in the middlegame, where it is possible to exploit the bad position of the White king. It is interesting that Rossolimo, analysing the adjourned position with Donner, only looked at the move 58 ... Qxb2, considering 58 ... Nxb2 to be impossible.

I immediately rejected 58 ... Qxb2, rightly supposing that, after 59 Qxb2 Nxb2 60 Bxd5, Black's position is indefensible, in view of White's two threatening passed pawns in the centre. Here are several concrete variations, confirming this conclusion.

The best move for Black is 60 ... a4. Worse is 60 ... Rd8 61 Be4, and

the White pawns advance, whereas the bishop holds up the a5 pawn from the b1 square. After 60 ... a4 arise interesting variations. For example, there is nothing in 61 Rf7 a3! 62 Rxb7+ Ka6. At first sight, it seems that there are now several ways to victory for White, and namely: 63 Ne6, 63 Rb4 or 63 Ke2.

But after 63 Ne6 Rc8, White, apparently, even loses, while on 63 Rb4 Black plays not 63 ... a2 64 Bxc4+ Nxc4 65 Ra4+ and 66 Rxa2 with chances for White, but 63 ... Be7! 64 Bxc4+ Nxc4 65 Rxc4 Kb5! 66 Rc7 Kb6! 67 Rc4 Ra8, and the a3 pawn goes on to queen. If, however, White plays 63 Ke2, intending, after 63 ... a2 64 Rxb2 a1(Q) 65 Bxc4+ and 66 Ra2+, to obtain a winning endgame, then Black refutes this plan with the simple 63 ... Rd8!, once again obtaining chances of victory.

But White can play better. After 60 ... a4 he achieves victory by drawing nearer with his king to the a4 pawn. By playing 61 Ke2! Ka6 (61 ... a3? 62 Rf1 and 63 Ra1) 62 Kd2 b5 63 Kc2, White forestalls the opponent's advance on the queen's flank (for example, 63 ... a3 64 Kb1 Ka5 65 Ka2 Ka4 66 Ne6) and then his connected passed pawns decide the outcome of the struggle.

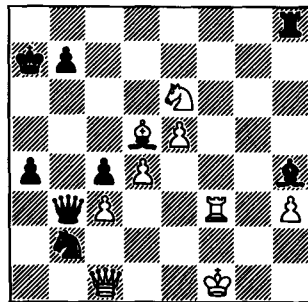
59 Bxd5 a4 60 Ne6?

Rossolimo does not find the winning continuation.

After 60 Rf7! Black must lose. Bad would have been 60 ... Nd3 61

Qa1 Qc2 in view of the simple 62 Bc6! with the win of the a4 pawn. The only defence consists of 60 ... Rb8, but then the simple 61 Nf5!, despite the apparent danger, brings White victory. For example, 61 ... Nd3 (or 61 ... a3 62 Nxb4 a2 63 Kg1!, as in the main variation) 62 Qa1 a3 (after 62 ... Bd8 63 Nd6 wins easily, since on 63 ... a3 follows 64 Qxa3 and 65 Nb5+) 63 Nxb4! a2 (there is nothing in 63 ... Qb2 64 Qd1! a2 65 Qa4+ Kb6 66 Rf6+ Kc7 67 Qxc4+ and 68 Qxa2) 64 Kg1! and White prevents the appearance of a new queen, after which his material advantage quickly tells.

Of course, the above-mentioned variations do not exhaust all the possibilities of the position, but, all the same, after 60 Rf7 Black would hardly succeed in avoiding defeat.



60 ... Be7!

Rossolimo did not notice this subtle withdrawal of the bishop. Now the c5 square is taken away from White, while the occupation of the seventh rank is already not so effective as earlier.

61 Rf7 Nd3 62 Qa1?

Stronger here was 62 Qd2 Rxh3? 63 Kg2, or 62 ... a3 63 Rxe7 a2 64 Qxa2+ Qxa2 65 Rxb7+ Ka6 66 Nc7+ and 67 Ra7+. Black could play 62 ... Re8, after which begins a sharp struggle. The move made by White loses quickly.

62 ... Qc2!

White cannot take on e7, in view of the threatened mate on f2. At the same time, Black threatens both 63 ... Rxh3 and the march of the pawn ... a3-a2. White's position is hopeless.

63 Nc5 Bxc5 64 dxc5 Rh7! 65 Rf3 Rxh3 66 Rxd3 Rxd5 0:1

In the next game White begins a pawn storm on the opponent's king first, and succeeds in opening lines. However, his pieces are badly placed and he cannot realise the result of the pawn storm. A sharp struggle commences, with chances for both sides.

57. Nimzo-Indian Defence

White: **Kotov** ⁴⁶

Black: **Keres**

19th USSR Championship
(Moscow 1951)

1 d4 e6 2 c4 Bb4+

A favourite continuation of P.Keres. In the present game, this variation leads by a transposition of moves to the Nimzo-Indian Defence.

3 Nc3 c5 4 e3 b6 5 Ne2 Nf6 6 a3 Ba5 7 Rb1 Na6

8 b4 was threatened. White has played the opening of the game successfully and can be fully satisfied with his position.

8 Ng3

Inaccurately played. There was a choice of two good continuations for White:

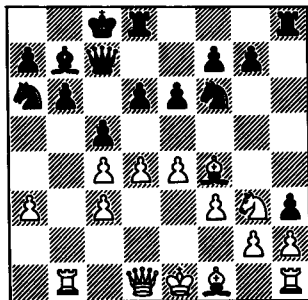
1) 8 f3 Bb7 9 e4 seizing the centre (bad would be 8 ... d5 9 b4! cxb4 10 axb4 Nxb4 11 Rxb4) or

2) 8 Bd2 0-0 9 Ng3 Bb7 10 Bd3, and if 10 ... Bxg2, then 11 Rg1 Bb7 12 d5! with a strong attack for the pawn.

8 ... Bb7 9 f3 h5! 10 e4 Bxc3+ 11 bxc3 h4 12 Ne2 h3

With the advance of the h-pawn, Black succeeds in weakening White's king's flank.

13 Bg5 Qc7 14 Bf4 d6 15 Ng3 0-0-0!



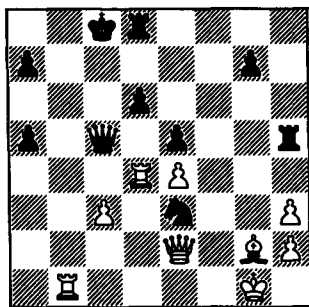
White's unfortunate moves have allowed Keres to achieve an excellent position. There remains one last chance for White - to strive for an attack on the queen's flank.

16 a4 Nb8 17 a5 Nbd7 18 gxh3 Nh5 19 Be3 f5 20 Nxh5 Rxh5 21 Bg2 bxa5!

By missing the chance to exchange on b6, White not only gives up a pawn, but also allows the important a-file to be screened. Now, at first sight, Black's position is dangerous, however White has no possibility of exploiting the weakening of Black's position with his pieces, whereas Black's pieces soon begin active operations.

22 O-O Nb6 23 Qb3 Ba6 24 Rfd1 Bxc4 25 Qa3 fxe4 26 fxe4 Be2 27 dxc5

The last chance of keeping up an attack. White will spare no resources, if only he can create concrete threats to the enemy king. **27 ... Nc4 28 Qa2 Nxe3 29 Qxe2 Qxc5 30 Rd4 e5?**



A serious mistake, probably provoked by acute time-trouble. It was necessary to weaken the White king's position with the exchange **30 ... Nxg2**. A sharp struggle arises with better chances for Black; for example: **31 Kxg2 Rg5+ 32 Kh1 Qc6!**

31 Qxe3!

Of course! By sacrificing the exchange, White guarantees the

safety of his king's position, whereas the Black king falls into a difficult situation.

31 ... exd4 32 cxd4 Qg5 33 Qc3+?

Both sides play inaccurately. The move **33 Qb3!** immediately decides the outcome of the game, for example, **33 ... Kd7 34 Qf7+ or 33 ... Qe7 34 Qb8+.**

33 ... Kd7 34 e5 Ke7?

A decisive mistake. After **34 ... Rc8!** the struggle would go on. There might follow **35 e6+ Kd8 36 Qe1** with a double-edged position. **35 Qc7+ Kf8 36 e6 Kg8 37 Qf7+ Kh7 38 e7 Rb8 39 Re1 Qh4 40 Be4+ 1:0**

As a rule, the attack in positions with opposite-sides castling is conducted against the king. However, cases are possible when a lively struggle of pieces takes place in the centre, since both opponents, being carried away with this struggle, at the time forget about the kings. As an example of such play might serve the following game.

58. Queen's Gambit

White: **Lilienthal** (47ⁿ)

Black: **Kotov**

16th USSR Championship
(Moscow 1948)

1 d4 d5 2 c4 e6 3 Nc3 c6 4 Nf3 Nf6 5 Bg5 dxc4 6 e4 b5 7 e5 h6 8 Bh4 g5 9 Nxg5 hxg5 10 Bxg5 Nbd7 11 g3 Bb7 12 Bg2 Qb6

I prepared this move beforehand

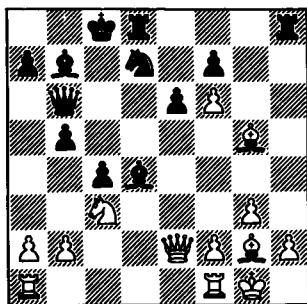
and, as far as I know, it was first met in the present game. Black removes his king to the queen's flank and carries out immediate undermining operations in the centre.

13 exf6 c5 14 dxc5! Bxc5 15 0-0 0-0-0!

An uncommon move. Black castles on that flank where his position is weakened. However, the strong position of Black's pieces gives him the possibility of creating a menacing attack in the centre of the board, which paralyzes any activity by White.

16 Qe2 Bd4!

The whole of Black's play is built around this manoeuvre. The Black knight gets ready to jump to d3 (... Nc5-d3).



17 Rad1 Nc5 18 Bxb7+ Qxb7 19 Rxd4

If Black were to consolidate the bishop by the manoeuvre ... e5, his position would become threatening. Therefore Lilienthal rightly sacrifices the exchange, hoping to create sharp complications.

19 ... Rxd4 20 Qe5?

This is already a mistake. Cor-

rect is 20 Be3! Re4 (Bad is 20 ... e5 21 Bxd4 exd4 22 Qe5!) 21 Nxe4 Qxe4 22 Qd2 Nd3 23 f3 Qc6 24 b3 with a double-edged game. Now Black takes possession of the initiative.

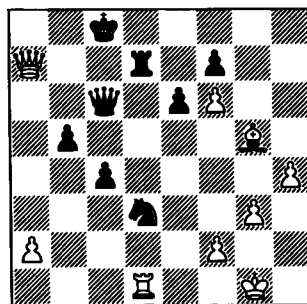
20 ... Rd5 21 Nxd5 Qxd5 22 Re1 Qc6! 23 Qe3 Nd3 24 Rb1 Rd8 25 h4?

The decisive mistake. He should play 25 f3 Kb7 26 Qe4 and, though after 26 ... Rd5 the advantage is on Black's side, White could nevertheless put up a stubborn struggle. Possible was 26 ... Qxe4 27 fxe4 Rd4, winning back the pawn, with a good endgame.

25 ... Nxb2! 26 Qxa7 Nd3 27 Rd1?

Losing at once. Not possible was 27 Qxf7 Ne5! 28 Qe7 (with the threat Qxd8+) 28 ... Nf3+ 29 Kf1 Nxe5 30 hxe5 Qh1+ 31 Ke2 Qe4+ etc. 27 Qe3 was best, though even in this case Black must win by advancing the c-pawn.

27 ... Rd7!



Lilienthal probably overlooked this move. Now, upon the retreat of the queen, immediately decisive

is 28 ... Nf4! with the threat of mate on d1 and g2.

0:1

Also in the following game, Black develops decisive activity in the centre.

59. Queen's Gambit (48n)

White: **Lilienthal**

Black: **Kotov**

(Moscow Championship 1946)

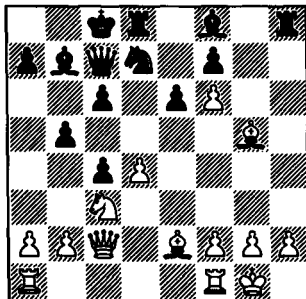
1 d4 d5 2 c4 e6 3 Nc3 c6 4 Nf3 Nf6 5 Bg5 dxc4 6 e4 b5 7 e5 h6 8 Bh4 g5 9 Nxcg5 hxg5 10 Bxcg5 Nbd7 11 exf6

Again, the Botvinnik variation. Theory has still not spoken its last word: which is better - capturing on f6 or 11 g3.

11 ... Bb7 12 Be2 Qa5 13 0-0

Shortly afterwards, it becomes clear that the White king is not so cosily placed on g1, therefore deserving attention in every possible way is the idea of playing it to f1 after 13 h4.

13 ... 0-0-0 14 Qc2 Qc7!



An attack on h2. White eli-

minates the threat in the worst of three possible ways.

15 f4?

Cutting the bishop g5 off from the centre - the main battle zone - and weakening the important g1-a7 diagonal. 15 g3 was best.

15 ... Nb6 16 a4 a6 17 axb5 cxb5 18 Bf3

The d4 pawn is, all the same, untenable, and White gives it up willingly.

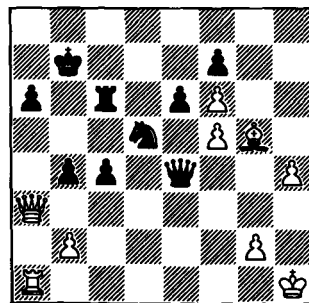
18 ... Rxd4 19 Bxb7+ Kxb7!

Black is not afraid that his king is exposed. The strong position of all his pieces in the centre and on the queen's flank not only gives him hopes for a successful defence of the king, but secures him an enduring initiative.

20 Rad1 Bc5 21 Rxd4 Bxd4+ 22 Kh1 Qc6 23 Rd1

Lilienthal misses his last chance to return the bishop g5 into play by means of 23 f5. Now the offensive of the Black pieces in the centre develops swiftly.

23 ... Bxc3! 24 Qxc3 Qe4 25 Qa3 Rc8 26 h4 Nd5 27 Ra1 Rc6 28 f5 b4!



Not lured by material goods, Black creates a dangerous passed pawn for himself on the b-file. The bishop g5, separated from its own camp, is in no position to help its pieces contend with this passed pawn.

29 Qa5 c3 30 bxc3 b3! 31 Qa3 Rb6 32 Qb2 exf5 33 c4 Qxc4 34 Re1 a5 35 Re8 Qc3 36 Re7+

The last attempt to complicate the struggle. The Black pieces, without difficulty, liquidate all the threats of the enemy army.

36 ... Kc6 37 Qb1 Nxe7 38 fxe7 Qe5 39 Qb2 Rb5 40 Bf4 Qe1+ 41 Kh2 Qxe7 0:1

There is a very rare, but nevertheless met, paradoxical case when both sides do not act as is customary in positions with opposite-sides castling. Both partners suddenly begin to advance the pawns in front of their own king to an enemy "blank-space". And yet, as in the next game, this method of play is positionally well-founded.

60. King's Indian Defence

White: **Kotov**

Black: **Szabo**

(Zürich 1953)

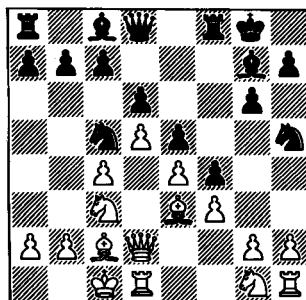
1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 0-0 6 Be3 e5 7 d5 Nh5 8 Qd2 f5 9 0-0-0 Nd7

All this is repeatedly met in tournament practice.

10 Bd3 Nc5 11 Bc2 f4

The plan of play is determined

for both sides.



Since it is difficult to create play on the king's flank, he chooses as the object for his attack the queen's side of the board. There is nothing left for Szabo but to carry out operations on the king's flank. Both partners boldly include the pawns in the attack and do not fear the opening up of their own kings. The centre is firmly locked, therefore it is possible to avoid surprise attacks in the centre.

12 Bf2 a6 13 Nge2 a5 14 Kb1 Bd7 15 Nc1 Rf7 16 Nd3 b6 17 Rc1 Bf6 18 Rhf1 Bh4

A curious inaccuracy. Black weakens the e5 square and allows White to carry out with advantage the following exchange.

19 Bxc5 bxc5

It seems that the forced opening of the b-file only favours Black, and it would be so in the majority of such games. However, in the present game, it all turns out the other way round. The opened line does not serve Black, but White: namely, on it, a decisive raid takes place.

Why is the present game so strange? The reader may well ask! Why is everything the other way round: so that what is usually favourable for Black, is here unfavourable? The same also for White.

Let us reply. The fact is that Black has built up a rather solid position on the king's flank, which White is in no position to breach. So as not to be passive, he hurls himself into an attack on the other flank. The same also happens with Black, whose initiative on the king's flank is met by White's powerful construction. Besides this, there is also another positional consideration for White, which is frequently encountered in the Sämisch system of the King's Indian Defence. White does not let out Black's dark-squared bishop, which is kept in check because of its own pawns; in many games this bishop is ignominiously doomed, since it does not succeed in displaying any activity.

20 Ba4

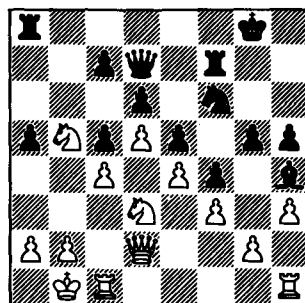
It is very important for White to exchange the bishop d7, which defends the squares of invasion on the queen's flank.

20 ... Bxa4 21 Nxa4 Qd7 22 Nc3

A real danger of defeat hangs over Black's game. Nb5, Rc3 and Ra3 is threatened, and it is not clear how to defend the a5 pawn, the more so that White can furthermore bring up also the second

knight to b3.

22 ... g5 23 h3 Nf6 24 Nb5 h5 25 Rh1



Attacking on one flank, White does not forget to forestall the opponent's activity on the other end of the board. The strategy is very characteristic for such positions.

25 ... Rh7 26 Rc3 g4 27 hxc4 hxc4 28 Ra3 Bg3 29 Rxc7 Qxc7 30 Nc1! Qh1!

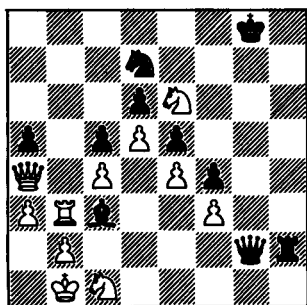
From here, the Black queen creates many unpleasant threats. The play is extremely sharp and assumes the character of combinational complications.

31 Nxc7 gxf3 32 gxf3 Ra7 33 Ne6

The knight occupies such a threatening position that the Black king risks death from the very first check of the queen.

33 ... Be1 34 Qd1 Rh7 35 Rd3 Rh2 36 a3 Nd7 37 Qa4 Qg2 38 Rb3 Bc3(!)

Szabo lures his opponent into a trap. The bishop, of course, cannot be taken either with the rook or the pawn.



If, however, White takes the knight, then follows a combination, known by the name of "the mill": 39 Qxd7? Qxb2+! 40 Rxb2 Rxb2+ 41 Ka1, and now Black can give discovered check, by taking the rook away to any of twelve squares, which would normally give him at least a draw, but in the present case, after 41 ... Rb7+ 42 Ka2 Rxd7, even leads to a win.
39 Ne2!

A beautiful concluding move. White attacks the bishop and screens the second rank. If, however, the queen takes the knight e2, then the g7 square is left unattended and White concludes the game with mate by a further sacrifice of the rook: 39 ... Qxe2 40 Rb8+! Nxb8 41 Qe8+, and mate in three moves.
1:0

In some cases it will be that the attacker begins a storm of the enemy king's position, even before the position of his own king is decided. By keeping the king in the centre until a certain moment, the attacker then castles on the op-

posite side to that of the enemy king. In individual cases the attacker's king does not succeed, for one reason or another, in castling, and then the struggle is extremely complicated.

The following game might serve as an example of such a struggle.

61. King's Indian Defence

White: **Kotov** (59)

Black: **Spassky** (59)
25th USSR Championship
(Riga 1958)

1 c4 Nf6 2 Nc3 g6 3 d4 Bg7 4 e4 d6 5 f3 0-0 6 Be3 e5 7 d5 c5 8 g4 Ne8

Grandmaster Spassky chooses an interesting system of play. Refraining from the usual ... f5, he at once begins active operations on the queen's flank, where the White king intends to go. White's pawn storm is not terrible for Black, since White is in no position to exploit the opening of the h-file.

9 h4 a6 10 Bd3 b5

A bold sacrifice of a pawn, which White was obliged to accept. Rejecting the capture of the pawn will cost White many tempi in the future.

11 Qd2 bxc4 12 Bxc4

Only promoting the development of Black's initiative on the queen's flank. 12 Bc2 merits serious attention, after which it is considerably more difficult for Black to create a counter-attack.

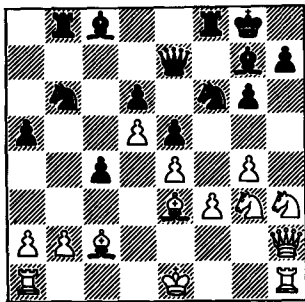
12 ... Nd7 13 h5 Nb6 14 Bd3 a5

15 hxc6 fxc6 16 Qh2 Nf6 17 Nh3 Qe7 18 Ne2

A dubious manoeuvre. No good is the active 18 Ng5 h6 19 Ne6 Bxe6 20 dxe6 g5, but the "solid" 18 Kd2 or 18 Ke2, with 19 Rag1 to follow, would have created a more or less "normal" King's Indian construction.

The loss of time allows Spassky to make a dangerous sacrifice of a piece.

18 ... Rb8 19 Ng3 c4 20 Bc2



20 ... Nbxd5!

Opening the centre and giving the Black pieces threatening activity. The time for strategical manoeuvring is over, and now begins a bloody bayonet skirmish.

21 exd5 Rxb2 22 Ng5 h6?

Unpardonable carelessness. In the King's Indian Defence it is necessary to exploit every possibility to enliven the bishop g7, even if this requires a pawn sacrifice. The correct 22 ... e4! would have given Black a dangerous initiative.

23 N5e4 Nxd5 24 Bxb6

White also is careless. By driving back the rook first with 24 Bc1, he

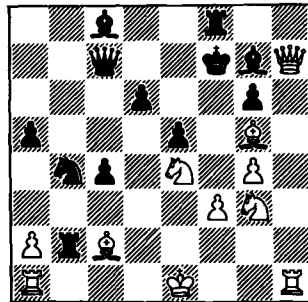
would secure relative peace for himself. Now, however, the Black pieces begin to get violent.

24 ... Nb4 25 Bg5 Qc7?

A decisive mistake. The correct 25 ... Nxc2+ 26 Qxc2 Qb7! would have left Black with a very dangerous initiative.

White, exploiting this mistake, conducts a conclusive piece storm against the badly defended Black king.

26 Qh7+ Kf7



27 Rh6!

Spassky had underestimated this strong move in his calculations. Five White pieces pounce on the "poor" Black king, whereas the efforts of the individual Black pieces do no harm at all to its White colleague.

27 ... Nxc2+ 28 Kf1 Nd4

Black's attacking moves run dry, and now White has some time. White's forces are so great that they decide the outcome of the battle in a few moves.

29 Qxg6+ Kg8 30 Qh7+ Kf7 31 Nxd6+ Qxd6 32 Rxd6 Ne6 33 Nf5 Rh8 34 Nh6+ 1:0

The Uncastled King

Even with their first moves, both opponents endeavour to castle their kings on one or the other side and thereby remove them from the centre - the area of the most intense activity. Sometimes, either through forgetfulness or force, one of the sides does not remove his king to the flank. The king is left in the centre and subjected to an attack by all of the opponent's mobilised pieces.

Detaining the opponent's king in the centre is a great achievement. Often, pawns and even pieces are sacrificed for this. Such a rational sacrifice is fully compensated by an attack on the king.

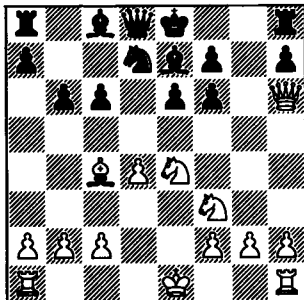
62. French Defence

White: **Kotov** (51)
Black: **Kalmanuk**
(Moscow 1936)

1 d4 e6 2 e4 d5 3 Nc3 Nf6 4 Bg5 dxe4 5 Nxe4 Be7 6 Bxf6 gxf6 7 Nf3 Nd7 8 Bc4!

An excellent idea of the Soviet theoretician V. Rauser. White forestalls the move ... c5, on which follows d5.

8 ... c6 9 Qd2 b6 10 Qh6!



White outstrips the opponent in development. His plan of play now is simple: with concrete threats he prevents Black from completing

the mobilisation of his pieces. Now 11 Qg7 is threatened, with the win of the h7 pawn.

10 ... Bf8 11 Qf4 Bb7 12 0-0-0 h5 13 Kb1 Be7 14 Qg3!

All the same strategy. Once again, 15 Qg7 and 16 Qh7 is threatened, winning the h5 pawn.

14 ... Nf8 15 Rhe1 f5

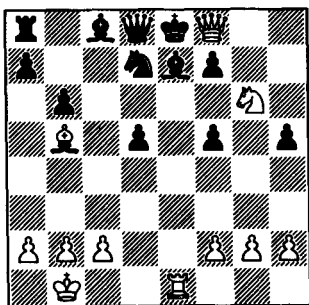
White has fully mobilised, while the Black king still finds itself in the middle of the board. No wonder that White's following energetic moves immediately set Black unsolvable problems.

16 d5!

Opening lines and diagonals in the centre. Now, of course, not possible is 16 ... exd5 17 Nf6 mate or 16 ... fxe4 17 dxe6 and 18 exf7+.

16 ... cxd5 17 Bb5+ Nd7 18 Ne5 Qc7

Not giving him the chance to demonstrate the beautiful finale 18 ... Bc8 19 Qg7 Rf8 20 Rxd5! exd5 21 Nf6+ Bxf6 22 Ng6+ Be7 23 Qxf8 mate.



19 Bxd7+ Kd8 20 Qg7 Rf8 21 Ng5 Qc5 22 Bxe6 1:0

A similar attack on a king stuck in the centre is carried out by Black in the following game.

63. Nimzo-Indian Defence

White: **Botvinnik**

Black: **Kotov**

(Groningen 1946)

(45)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 a3 Bxc3+ 5 bxc3 d5 6 cxd5 exd5 7 Bg5 c5 8 f3 h6!

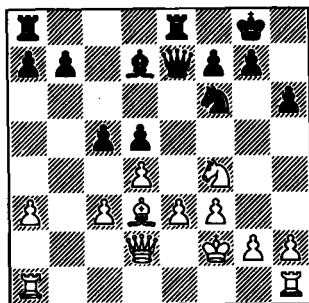
A very strong move, which was probably underestimated by M. Botvinnik. The White bishop must at the same time "attend to" two diagonals: c1-h6 and h4-d8. There exists only one square for this - g5. If, however, White retreats the bishop to h4, then follows 9 ... Qa5, therefore Botvinnik comes to the conclusion that it is necessary to exchange on f6.

9 Bxf6 Qxf6 10 e3 0-0 11 Ne2 Re8 12 Kf2 Qe7

The White king is stuck in the centre. No wonder that Black succeeds in creating a very strong

attack on the e-file, with an attack on the weak e3 pawn.

13 Qd2 Nd7 14 Nf4 Nf6 15 Bd3 Bd7



16 h3?

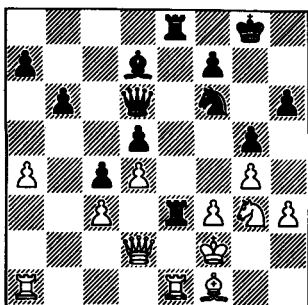
The beginning of a mistaken plan. White thinks that his king is safely placed on f2, and begins positional manoeuvres on the queen's flank; for this he moves the pawn from h2 in view of the threat ... g5. It was necessary to play 16 Rhe1 and 17 Kg1.

16 ... Qd6 17 Rhb1 b6 18 Bf1 Re7 19 a4? Rae8 20 Re1 c4!

The winning move. There is no defence against the threat of 21 ... g5. If 21 h4, then 21 ... g5 22 hxg5 hxg5 23 Nh3 Qh2! 24 Ng1 Nh5. On 21 g3 g5 22 Ng2 follows 22 ... Bxh3.

21 g4 g5 22 Ne2 Rxe3! 23 Ng3

Allowing an elegant finale. The fine point of the combination lies in the variation 23 Qxe3 Qh2+ 24 Bg2 Rxe3 25 Kxe3 Qxg2 26 Rh1 Ne4!, rescuing the queen and remaining with three extra pawns. Also no good is 23 Ng1 Ne4+! 24 fxe4 Qg3 mate.



23 ... Qxg3+ 24 Kxg3 Ne4+ 0:1

White deals energetically with the Black king also in the following game. Black carelessly delays the removal of the king to the flank, for which he receives a brutal punishment.

64. King's Indian Defence

White: **Kotov** (52)

Black: **Kottnauer**

(Moscow-Prague match 1946)

1 d4 Nf6 2 c4 d6 3 Nf3 Bf5

A possible continuation. Black does not spoil his position, but he also does not carry out a single integral plan.

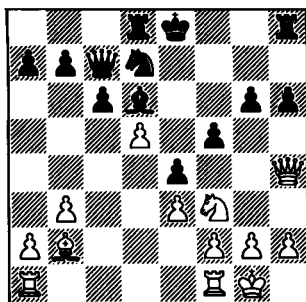
4 Nc3 h6 5 e3 Nbd7 6 Bd3 Bxd3 7 Qxd3 e5 8 0-0 g6 9 c5!

Outstripping the opponent in development. White undertakes an immediate skirmish in the centre. Such typical tactics we have also seen in previous games.

9 ... c6 10 b3 Qc7 11 cxd6 Bxd6 12 Bb2 Rd8

Playing with fire. He should castle, since now White creates a threatening attack in the centre.

13 Ne4 Nxe4 14 Qxe4 f5 15 Qh4 e4 16 d5!



An uncomplicated, but logical move. Black's king now has nowhere to go and it perishes in the centre of the board.

16 ... Be7 17 Qh3 Bf6 18 Nd4 Bxd4 19 Bxd4 Rh7 20 dxc6 Qxc6 21 Qg3 Rc8 22 f3!

Furthermore opening also the f-file. Black's downfall is inevitable.

22 ... Nf8 23 fxe4 Qxe4 24 Rac1 Qe6 25 e4 fxe4 26 Qf4 1:0

In the following game, White sacrifices a pawn in order to detain the enemy king in the centre. This sacrifice is a complete success: failing to find a hiding place on the flank, the Black king is subjected to the attack of all the White pieces.

65. Queen's Gambit Accepted

White: **Kotov** (53)

Black: **O'Kelly**

(Groningen 1946)

1 d4 d5 2 c4 dxc4 3 Nf3 a6 4 e3 Nf6 5 Bxc4 e6 6 0-0 c5 7 Qe2

Nc6 8 Nc3 b5 9 Bb3 Bb7

An unfortunate move. With the order of moves chosen by Black, he is obliged to take on d4. The move made by O'Kelly allows White to carry out a well-known break in the centre.

10 Rd1 Qc7 11 d5 exd5 12 e4! dxe4

Also no better is 12 ... d4 13 e5! with a strong attack.

13 Nxe4 Nxe4 14 Qxe4+ Qe7

Quite bad would have been 14 ... Be7 15 Bf4. However, even now White comes down with all his pieces on the Black king, stuck in the centre.

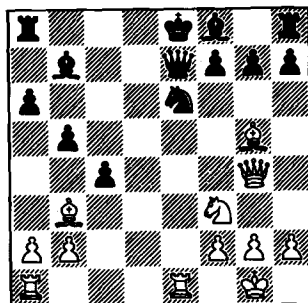
15 Qf4 Nd8 16 Re1 Ne6 17 Qg4 c4

The only way to hold the defence of the e6 square. On queen's side castling would have followed 18 Bxe6+ fxe6 19 Bg5.

18 Bg5!

A decisive blow. Black must defend the e6 square, and his queen has nowhere to go. O'Kelly tries to complicate the struggle, but the excellently mobilised White pieces easily make short work of the badly

organised enemy forces.



18 ... h5 19 Qf5 g6

Losing the exchange. However, also 19 ... Qd6 20 Rfd1 does not improve Black's position.

20 Qe5 Qc5 21 Qxh8 Bxf3 22 Re5!

White's attack does not weaken even after gaining the booty.

22 ... Qc6 23 Bc2 Bxg2 24 Qf6 Bh1 25 f3

It is not difficult for White to beat off the weak attempts of the opponent to create the threat of mate on the h1-a8 diagonal.

25 ... Bxf3 26 Bxg6! Bc5+ 27 Be3 Bxe3+ 28 Rxe3 Bg4 29 Bxf7+ Kd7 30 Bxe6+ Bxe6 31 Rd1+ 1:0

5: Sacrifice of a Pawn for the Initiative

It is generally known that the sacrifice of a pawn is the most difficult sacrifice in chess. When we give up a piece, in the majority of cases we either accurately calculate the variations or decide "by experience", that for the sacrificed material we have sufficient compensation either in the shape of an attack or in the shape of a considerable positional plus. When a pawn is sacrificed, in the majority of cases it is not possible to calculate the variations to the end. Moreover, in this case, it is also difficult to define the positional advantages, since they are usually very small. Great experience and excellent understanding of the position is necessary, in order to be a good judge of the correctness of the sacrifice. Besides this, is required a certain boldness, risk and creative gusto, since many pawn sacrifices end in failure. "Good or bad?" - to decide this question in each concrete case of a pawn sacrifice is very difficult, and even a very experienced master will not give an immediate reply to this question.

Usually a pawn is sacrificed for the following positional advantages:

- 1) To obtain an advantage in development, particularly in the opening, when the pieces have still not been developed from their original squares.
- 2) To improve the position of one's pieces.
- 3) To obtain an attack on the enemy king. The last two factors clearly do not require any explanation.

Below we look at a few games in which a pawn is sacrificed. The reader will see himself, for what positional advantages they are sacrificed in this or that case. Most frequently, all the factors we have listed combine together and this, practically speaking, makes it even more difficult to finally assess the correctness of the sacrifice.

In the game against Flohr, the sacrifice is made in a complicated middlegame. It allows Black at first to improve the position of his pieces, and then, after stormy complications, to seize a decisive initiative.

66. Dutch Defence

White: **Flohr**

Black: **Kotov**

17th USSR Championship
(Moscow 1949)

1 d4 e6 2 c4 f5 3 g3 Nf6 4 Bg2

Be7 5 Nf3 d6

A system of development, leading to sharp play. It was worked out by Soviet chessplayers, who revealed in it a great number of interesting new paths, linked with an attack on the White king's flank.

6 0-0 0-0 7 Nc3 Qe8 8 Qc2 Qh5

The usual position for the Black queen in the Dutch Defence. From here, it promotes the advance of a pawn storm on the king's flank, ... g5 and ... f4, and also helps to carry out the important advance in the centre ... e5.

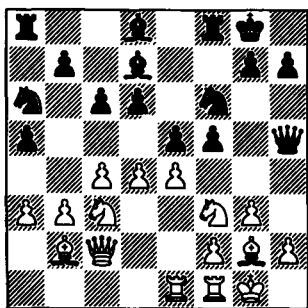
9 b3 a5

Forestalling the active 10 Ba3, on which follows 10 ... Na6 and 11 ... Nb4.

10 Bb2 Na6 11 Rae1 c6

All this is interesting and already time and again encountered in the practice of Soviet masters. It should be mentioned that Black's game is not easy in this variation and requires boldness and inventiveness in the attack.

12 a3 Bd8 13 e4 e5!



A double-edged sacrifice of a pawn, with which Black activates both his bishops, and also introduces into play the "neglected" knight a6.

14 dxe5 dxe5 15 Nxe5 Nc5

Since it is now unfavourable for White to take on f5, Black himself intends to capture the e4 pawn.

Now White can either force a draw, after 16 Bf3 Qh3 17 Bg2 Qh5 18 Bf3 etc., or remain with an extra pawn in a position which is more favourable for him than the one in the game: 16 Bf3 Qh3 17 exf5 Bxf5 18 Qd1. After the move made by White, a considerable part of Black's difficulties is already over.

16 b4 Ncxe4 17 Nxe4 fxe4 18 c5?

The further play shows that, even after a full activation of his pieces, it is not easy for Black to prove the correctness of the pawn sacrifice. And yet Flohr's move deserves condemnation in every way possible. Giving up the bishop g2 and decisively weakening his white squares - this borders on positional suicide. Correct was 18 f4, on which 18 ... Bh3 would have given Black a good position.

18 ... Be6 19 Bxe4 Nxe4 20 Rxe4 Bd5

This menacing bishop in the future will decide the outcome of the whole battle. All the same, it should be said that Black's task is not quite so easy, since all White's pieces are very active.

21 Re2 axb4 22 axb4 Bf6 23 f4 Ra2 24 Ref2 Rfa8 25 Qd3 R8a4

Black chooses a complicated way to victory, allowing the advance g4-g5. Black has available another possibility: to play 25 ... Qh3. Then White, in view of the threat ... h5-h4, would have to go into an endgame after 26 g4 Qxd3 27 Nxd3 Bxb2 28 Rxb2 Rxb2 29 Nxb2 Ra3!

and, despite being a pawn down, Black has very good prospects.

26 g4 Qh4 27 Qf5 Ra8 28 g5 Qh5!

Black has to play subtly in order not to let slip all his advantage. This and his next move allow him, with the help of a witty tactical blow, to hold on to the initiative.

29 h3 h6!

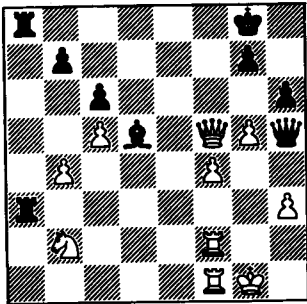
A very strong move, pursuing several ideas at once:

1) to forestall the exchange of queens by 30 Qg4, on which follows 30 ... Qxg4 31 hxc4 hxc5, and the endgame is easily winning for Black;

2) to avoid a beautiful trap, into which it would be easy to fall in the heat of battle, namely 29 ... Bxe5 30 fxe5 g6 31 Qf8+!! Rxf8 32 Rxf8+ Kg7 33 e6+ Rxb2 34 R1f7 mate;

3) to undermine White's pawn chain and force the knight e5 to retreat, in view of the threat 30 ... Qh4.

30 Nd3 Bxb2 31 Nxb2 R2a3!



A complete triumph for Black. His bishop and heavy pieces have

control of the whole board. The "quiet" move of the rook creates irresistible threats on White's king's flank.

32 Kh2 Re3!

Now this blow forces resignation. In the event of 33 Qg4 Qxg4 34 hxc4 R8a3, White has no defence against material loss; for example: 35 Rd2 Rh3+ 36 Kg1 Rh1+ 37 Kf2 Rf3+.

33 Rg1 Be6 0:1

In the following game a pawn is sacrificed in the opening. It gives White a positional advantage, which he converts into an irresistible attack on the enemy king.

67. Nimzo-Indian Defence

White: **Kotov** 55.

Black: **Lilienthal**

13th USSR Championship
(Moscow 1944)

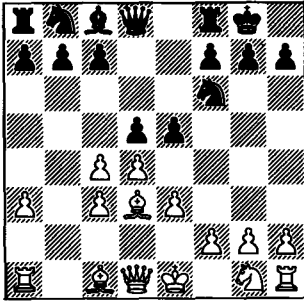
1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 0-0 5 Bd3 d5 6 a3

Nowadays this move is not considered a success, since, after 6 ... dxc4 7 Bxc4 Bd6, Black carries out the advance ... e5 with advantage. At the time this game was played, the right way for Black had still not been found.

6 ... Bxc3+ 7 bxc3 e5

It seems that everything is in order for Black. Both in the event of 8 dxe5 dxc4, and after 8 cxd5 e4 9 Bc2 Qxd5, Black does not have a bad game. However, there follows a surprising tactical refutation of

Black's plan.



8 Ne2!

A pawn sacrifice. White opens up the threatening bishops, unseals the f-file and obtains dangerous pawns in the centre.

8 ... e4 9 Bc2 dxc4 10 Ng3 Re8 11 0-0 c5 12 f3!

Here is the point of the sacrifice. Black is not in a position to maintain the pawn on e4, and is forced to open at once both the f-file and the important c2-h7 diagonal.

12 ... cxd4 13 cxd4 exf3 14 Qxf3 Qd5 15 Qf4 Nc6 16 Bb2

Threatening the terrible 17 e4, which Black is not in a position to parry. Lilienthal tries to complicate the struggle but White is easily able to repulse this attempt.

16 ... Nh5 17 Qh4 g6 18 Nxb5 Qxb5 19 Qf6 Qd5 20 e4

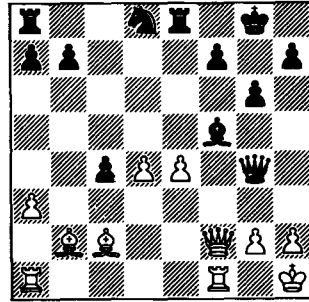
Black's last moves were forced. This advance of the e3 pawn brings in its wake inevitable catastrophe.

20 ... Qe6 21 Qf4 Nd8 22 Kh1

Threatening the terrible 23 d5, which did not work at once in view of the check on b6. Since the catastrophe on the a1-h8 diagonal

cannot be prevented by Black, he feels forced to go in for a dubious piece sacrifice.

22 ... Qg4 23 Qf2 Bf5



24 h3!

This simple move allows the capture of the bishop f5. This could not be made at once because of 24 exf5 Re2.

24 ... Qh5 25 Bd1 Qg5 26 exf5 Qe3 27 Qh4 c3 28 fxc6 hxc6 29 Bc1

Simplest, White's extra piece quickly tells.

29 ... Qd3 30 Qf6 Re6 31 Qf2 Rc8 32 Bb3 Re7 33 Bg5 1:0

In the following game I succeeded in making a pawn sacrifice which at once gave activity to my pieces and led to the creation of a series of threats to my opponent's king.

68. *King's Indian Defence*

White: **Tolush** (56.)

Black: **Kotov**
25th USSR Championship
(Riga 1958)

1 e4 d6 2 d4 g6 3 h4

This impetuous move can hardly refute Black's system of development. For the time being, he has not made moves which are so bad that White can begin an immediate "punitive" operation with an impetuous march of the rook's pawn.

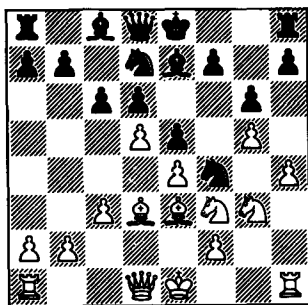
3 ... Nf6 4 Bd3

White treats the opening incorrectly. More energetic is 4 Nc3 and then 5 Be2, after which the move ... h5 is forced. Now, however, Black can comfortably develop his pieces.

4 ... Nc6 5 c3 e5 6 d5 Nb8 7 Ne2 Nh5

Not allowing White's knight to the g3 square and preparing, when the opportunity presents itself, to jump to f4.

8 Nd2 Be7 9 Nf3 Nd7 10 g4 Nh6 11 g5 Nh5 12 Be3 c6 13 Ng3 Nf4!



A pawn sacrifice. In return for it, Black undermines White's pawn chain on the king's flank, activates the knight d7 and his bishops. If it is furthermore taken into account that the White king does not succeed in castling, then it is

possible to boldly assess the sacrifice as favourable for Black.

14 Bxf4 exf4 15 Ne2 h6 16 gxh6

The impetuous 16 Nxf4 h6 17 Nxf6 would be refuted most simply by the variation indicated by A.Tolush: 17 ... fxg6 18 e5 Nxe5 19 Nxe5 dxe5 20 Bxg6+ Kd7 21 dxc6+ Kxc6.

16 ... Rxh6 17 Nxf4 g5 18 Ng2 g4 19 Nd4 Ne5

It is easy to see how active are the Black pieces. His initiative in the centre and on the king's flank is becoming dangerous.

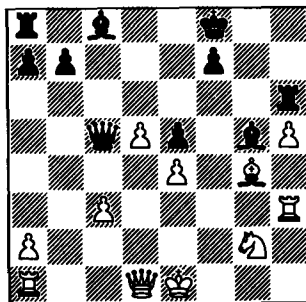
20 h5

White wrongly clings to the extra pawn. He ought to have continued 20 Ne3, seizing the important f5 square.

20 ... c5 21 Bb5+ Kf8 22 f4 cxd4 23 fxe5 dxe5 24 Be2 dxc3 25 bxc3 Bg5!

Once again a pawn sacrifice, linked to a decisive attack on the White king, stuck in the centre. Taking the g4 pawn leads to quick destruction, however it is already difficult to indicate a satisfactory defence for White.

26 Bxg4 Qa5 27 Rh3 Qc5!



White is defenceless against the threat 29 ... Qg1+. The repeat sacrifice of a pawn has given Black a menacing attack on the enemy king, which, with the active support of the queen, rook and two bishops, quickly brings victory.

28 Rg3 Qg1+ 29 Ke2 Qh2

There is no defence. The threats of 30 ... Qxg3 or 30 ... Bf4 can be repulsed only by a move of the king to f3; 30 Kf2 loses, in view of 30 ... Bh4.

30 Kf3 Rf6+ 31 Bf5 Bxf5 32 exf5 Rxf5+ 33 Kg4 Rf2

The pursuit of the exposed White king does not present great difficulties for Black. In the event of 34 Qh1, the blow 34 ... f5+ leads to a quick mate.

34 Qd3 Rxg2 0:1

In the concluding section about the sacrifice of a pawn for the initiative, we look at a game where a pawn is given up for positional advantages, which were difficult to perceive at once. Only Black's lengthy manoeuvres underline the dangers to which White is subjected by accepting the sacrifice.

69. *King's Indian Defence*

White: **Aronin** (57ⁿ)

Black: **Kotov**

Trade Unions Team Championship
(Leningrad 1951)

1 d4 Nf6 2 Nf3 g6 3 g3 Bg7 4 Bg2 0-0 5 c4 d6 6 0-0 Nbd7 7 Nc3 e5 8 h3 c6 9 dxe5

This exchange rids Black of many "King's Indian" difficulties. There is sharper play after 9 Be3 or 9 e4.

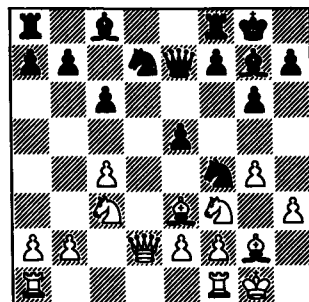
9 ... dxe5 10 Be3 Qe7

Now, as the c-file is firmly closed, the queen is better placed on e7, and not on c7.

11 Qd2 Nh5

The move of the knight to h5 already contemplates the sacrifice of a pawn. On the desire for a quieter struggle, Black could limit himself to 11 ... Nc5 with a subsequent 12 ... Ne6, intending to become firmly established on the d4 square.

12 g4 Nf4!



Black gives up a pawn. For what? At first sight it seems that he simply wants to win it back after 13 Bxf4 exf4 14 Qxf4 Bxc3 15 bxc3 Qxe2. But then his king's flank would be hopelessly weak. After a little deliberation, master Aronin took the pawn.

13 Bxf4 exf4 14 Qxf4 Nb6!

Black, however, is not thinking about recovering the sacrificed material. His aim is to increase the

piece pressure as much as possible on the queen's flank. Now already 15 ... Qb4 is threatened.

15 Nd2

No better either is 15 Rac1 Qb4 16 Nd1 Qa4! 17 a3 Be6 18 Nd2 Rad8, and Black has dangerous threats.

15 ... Be6 16 Rac1 Rad8 17 b3

Defending against 17 ... Qb4 and 17 ... Rd4, but falling into a new area of difficulty. White was forced to return the pawn, though even after this his position is very difficult.

17 ... f5!

Black had this blow in mind even when planning the pawn sacrifice. The threats of 17 ... Rd4 18 Qe3 f4 and 17 ... fxe4 force White to play very carefully.

18 gxf5! Rxf5 19 Qe3 Bd4 20 Qh6

Worse is 20 Qg3 Rg5 21 Qf3 Bxc3 22 Qxc3 Rxd2 23 Qxd2 Bxh3, with material advantage and an irresistible attack for Black.

20 ... Qc7

It was possible to win the exchange by 20 ... Be5 21 Nf3 Bf4 22 Qh4 g5, however Black rightly reckons on obtaining more from the position. Now 21 ... Rh5 is threatened, trapping the queen.

21 Nf3

The game is more complicated after 21 Bf3. At first sight it seems that Black creates a menacing attack by 21 ... Rh5 22 Bxh5 Qg3+ 23 Kh1 Qxh3+ 24 Kg1. However, it turns out that Black's attack does

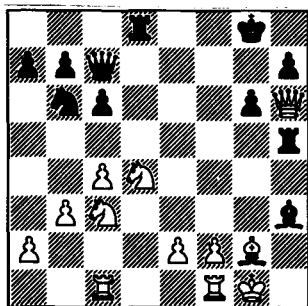
not achieve its aim. On 24 ... Bxc3 follows simply 25 Nf3; Black cannot take with the pawn on h5 because of 25 Qg5+, while after two checks with the queen, 24 ... Qg3+ 25 Kh1 Qh4+ 26 Kg1, once again he cannot take on h5 with the pawn, in view of the undefended bishop e6. Also no help is 24 ... Be5 25 Nf3 Rd4 26 Qg5, and likewise 24 ... Qg3+ 25 Kh1 Qh4+ 26 Kg1 Bh3 27 Nde4!

On 21 Bf3 I intended to play 21 ... Bg7!, which after 22 Qe3 Re5 23 Nde4 (23 Qf4? g5) 23 ... Bxh3 24 Rfd1 Rf8 would lead to a position greatly in Black's favour, in view of the bad situation of the White king.

21 ... Rh5 22 Nxd4

White assumes that, after 22 Rxh6, 23 Nxe6 and 24 Nxd8, he obtains more than sufficient compensation for the queen. However, he underestimates Black's following effective move. It is only fair to mention that White's position is miserable even without this oversight.

22 ... Bxh3!



Now, after 23 Qxh5 gxh5 24 Bxh3 Rxd4, Black, besides a material advantage, also still has an attack. It is not possible to play 25 Rfd1 because of 25 ... Rxd1+ 26 Nxd1 (26 Rxd1? Qg7+ and 27 ... Qxc3) 26 ... Qd8 27 Ne3 Qd2, and Black must win. No better either is 25 Kh1 Nd7 26 Rg1+ Kf8 27 Rg3 Nf6, and the opening of the White king's position makes it easier for Black to realise his advantage.

23 Ndb5 cxb5 24 Nxb5 Qc8!

The shortest way to victory. Black sets about pursuing the totally exposed White king, which

the lone White queen unsuccessfully tries to cover.

25 Qe3 Bxg2! 26 Kxg2 Qg4+ 27 Qg3 Qe4+ 28 f3

If 28 Qf3, then 28 ... Rg5+ 29 Kh3 Qe6+ 30 Kh2 Qe5+ 31 Kh3 Qg7! with unavoidable mate or loss of the queen after 32 ... Qh6+.

28 ... Qxe2+ 29 Qf2

In such positions the way of the attacker is not difficult. If White were to cover with the rook on f2, then 29 ... Qe3 would have created the irresistible double threat on the rook c1 and 30 ... Rg5.

29 ... Qe5 30 Rh1 Qg5+ 0:1

6: Attack in the Centre and on the Queen's Flank

In the majority of games looked at earlier, the outcome of the battle was decided on the king's flank. For the most part, however, games take a quite different course. In these, after the opening, the middlegame struggle begins in the centre of the board and only later is transferred to one of the flanks.

There are also games in which the battle is already begun in the opening on the queen's flank. We now also go over to a look at these two types. We will not look at individual attacks in the centre and on the queen's flank, since there is much in common between them and the same method is peculiar to both attacks. In one and the other case there is no question of a direct mate. The aim of the attack in both cases is material gain or a considerable positional advantage, which later on will all the same be converted into a material plus. Since the aim of the attack here is different, it means also the method of attack is different. For example, if, with an attack on the king, sacrifices are employed, then, with an attack in the centre and on the queen's flank, sacrifices are rare. The attack on the queen's flank is carried out by means of a slow siege, the attacker endeavours at first to provoke a weakening of the enemy's position, and then exploit this weakness to demolish the defence and strengthen the position of his own attacking pieces.

In many attacks in the centre and on the queen's flank, it comes down to an attack on the king. Both here and there an important role is played by open lines and diagonals, both here and there the presence of weaknesses in the defensive formation helps to make the attack more effective. In both cases it is possible to conduct the attack with the help of pieces or pushing one's pawns. It is quite clear that, with an attack on the queen's flank, the pawns advance more boldly; behind them is no king and the advance of the pawns does not expose the chief chess piece.

We look at a few games, in which the outcome of the battle is decided by an attack on the queen's flank or in the centre. In the game against Levenfish a main role is played by open lines on the queen's flank, on which develops decisive operations.

70. Slav Defence (58)

White: **Kotov**

Black: **Levenfish**

18th USSR Championship
(Moscow 1949)

1 d4 d5 2 c4 c6 3 Nf3 Nf6 4 e3 g6
5 Nc3 Bg7 6 Bd3 0-0 7 0-0 b6?

Up to this point, both sides have made moves well known to theory; however, this fianchettoing of the bishop in no way can be approved of. The bishop does nothing on b7, while later on White will succeed in exploiting the weakening of the c6 square. Many theoreticians act wisely in recommending, in this position, to exchange the bishop c8 for the knight f3 by means of 7 ... Bg4 8 h3 Bxf3. After this the formation c6, d5, e6 allows Black to firmly consolidate himself in the centre.

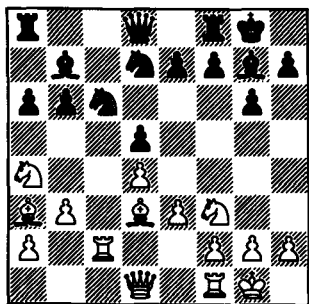
8 cxd5! cxd5 9 b3

The bishop will come out at a3, where it strafes an important diagonal and at the same time prevents the threat ... Nc6-b4.

9 ... Nc6 10 Ba3 Bb7

All the same, continuing an incorrect plan. By playing 10 ... a5 and then 11 ... Nb4 and 12 ... Ba6, Black would weaken the opponent's piece pressure and at the same time activate his own forces.

11 Rc1 a6 12 Na4 Nd7 13 Rc2



White's pieces on the queen's flank are excellently placed. Black

has weak squares on b6, c6 and e7, in the event of the advance ... b5, the White pieces become firmly established on the c5 square. With the following moves, grandmaster Levenfish hurries to bring the rook f8 to c8, in order to then play ... e6 or defend the e7 pawn with the bishop on f8.

13 ... Qb8 14 Ng5!

An important moment. After obtaining the advantage on the queen's flank, White hurries to deliver a blow on the other end of the board. This correct strategical method will always be favourable, since Black's hampered defending forces are not in a position to defend both flanks at the same time. White combines the knight thrust with the dashing f4-f5.

14 ... h6 15 Nh3 Rc8 16 Nf4?

Unpardonable timidity. By continuing the plan intended earlier, White would smash the enemy position and make Black's defence virtually impossible. After 16 f4 it is possible to defend himself against the threat of 17 f5 only by means of 16 ... f5. But then, by playing 17 g4 e6 18 Rg2 Kh7 19 Qf3 or 19 Kh1 and 20 Rfg1, White would obtain a crushing attack on the g-file.

Upon the quiet continuation chosen by White, Black can still successfully continue the struggle.

16 ... b5!

Of course, not 16 ... e6 17 Qg4! with many threats. Levenfish defends himself very skilfully.

17 Nc5 Nf6!

He could not win a pawn: 17 ... Nxc5 18 Bxc5 Nxd4 19 Nxg6 or 18 ... Bxd4 19 Bxd4 Nxd4 20 Rxc8+ Bxc8 21 Nxd5 Nc6 22 Qc2 with the threats Qxc6 and Bxg6.

18 Qf3 Nd8 17 Rfc1 Bc6 20 Bf1

White conducts this part of the game inaccurately. By continuing 20 Qh3, he retains all the advantages of his position. He could also include the important attacking move 20 h4. Several timid moves by the opponent allow Levenfish to repair the defects in his position.

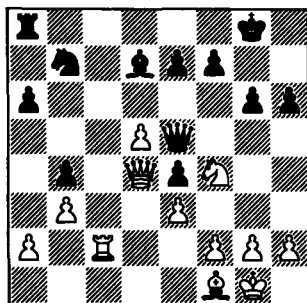
20 ... Ne4 21 Nxe4?

This already allows Black to rid himself of all difficulties and with the help of simplification, to obtain considerable chances of a draw.

21 ... dxe4 22 Qd1 b4! 23 d5 Bd7 24 Bb2 Bxb2 25 Rxb2 Qe5?

Carelessness in reply. By playing 25 ... Rxc1 26 Qxc1 Qe5 27 Rc2 Ra7, Black rids himself of the direct threats and would even obtain chances of winning the d5 pawn. The unfortunate thrust of the queen in the centre of the board meets with a surprising refutation.

26 Rbc2 Rxc2 27 Rxc2 Nb7 28 Qd4!



A good positional move, retaining the advantage for White. After the exchange of queens, an invasion of the White rook on c7 is threatened.

28 ... Qxd4 29 exd4 g5

Black does not defend himself in the best way. 29 ... Nd6 30 Rc7 Bb5 would be more stubborn. The move made by Black allows the opponent to transfer the game into an easily winning rook endgame.

30 Rc7 Bb5 31 Rxb7 gxf4 32 Rxe7 Rc8 33 Bxb5 axb5 34 h4! f5 35 Re5

Doing away with the f5 pawn and utilising the menacing passed pawn d5.

35 ... Kg7 36 Rxf5 e3 37 fxe3 fxe3 38 Kf1 Rc2 39 d6 Rxa2 40 d7 Ra8 41 Ke2 1:0

In the following game, the battle on the queen's flank develops already in the opening. White's sharp thrust in the centre leads to a complicated position, in which White's attack on the queen's side of the board leads to an overwhelming superiority and ultimately a material advantage.

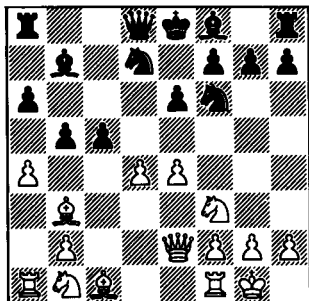
71. Queen's Gambit Accepted

White: **Kotov**

Black: **Flohr**

Candidates Tournament
(Budapest 1950)

1 d4 d5 2 c4 dxc4 3 Nf3 a6 4 e3 Nf6 5 Bxc4 e6 6 0-0 c5 7 Qe2 b5 8 Bb3 Bb7 9 a4 Nbd7 10 e4



The first nine moves are well studied and recorded in all the manuals of chess openings. The typical pawn sacrifice, which White now offers, is met comparatively rarely.

10 ... cxd4

Grandmaster Flohr acts correctly in rejecting the sacrifice. In the event of 10 ... Bxe4 11 Nc3, and likewise 10 ... Nxe4 11 Nc3 or 11 d5, the open lines in the centre would fully compensate for the pawn and give White serious chances of an attack on the Black king, stuck in the centre.

11 axb5 Nc5 12 Bc4 d3 13 Qe3 Bxe4

Leading in the end to the loss of a pawn. The struggle would be complicated after the simple 13 ... Be7, preparing an immediate king's-side castling.

14 bxa6 Bd6 15 b4 Ncd7 16 Nbd2 Bg6 17 Ba3 Qe7 18 Rfb1

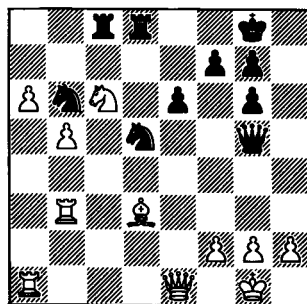
White defends his extra pawn with all measures. Of course - hopes appear for him to create two connected passed pawns, which are even more valuable in that they are

so close to the last rank.

18 ... 0-0 19 Rb3 Rfb8 20 b5 Nb6 21 Ne5 Bxa3 22 Nxc6 Qc7 23 Raxa3 hxc6 24 Bxd3

The sharp skirmish has finished. White has an extra pawn. True, careful play is still required for victory, since, for the time being, the White pawns are firmly blockaded. There begins a period of manoeuvring, during which White looks for a way to break the enemy blockade.

24 ... Nfd5 25 Qe1 Rd8 26 Nf3 Rac8 27 Ne5 Qc1 28 Ra1 Qg5 29 Nc6



A triumph for White's attack in the centre and on the queen's flank. He not only has an extra pawn, his knight is successfully established in the opponent's camp. No wonder that White has no difficulties in realising his advantage.

29 ... Rd7 30 Bf1 Ne7 31 Rg3 Qc5 32 Rc1 Qd6 33 Rd3 Ned5 34 g3 Kf8 35 Rdd1 Kg8 36 Bg2

While Black was forced to mark time in time-trouble, White has strengthened the position of his

pieces as much as possible.

36 ... Re8 37 Ne5 Rc7 38 Rxc7 Qxc7 39 Rc1 Qd6 40 Bf1 Qb4 41 Qxb4 1:0

The game was adjourned but Black resigned without playing on. The realisation of the pawns on the queen's flank presents no difficulty.

Yet another example of an effective attack by White in the centre and on the queen's flank.

'72. Grünfeld Defence

White: **Kotov**

Black: **Lilienthal**

Candidates Tournament
(Budapest 1950)

1 d4 Nf6 2 c4 g6 3 Nc3 d5 4 Nf3 Bg7 5 Qb3 dxc4 6 Qxc4 0-0 7 e4 Na6

One of the possible continuations in the present variation. Also played are 7 ... Bg4 or 7 ... c6 with ... Nd7-b6 and ... Be6 to follow.

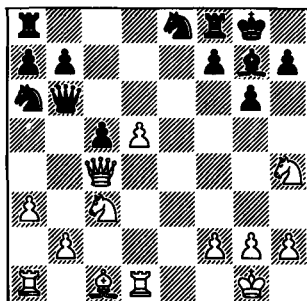
8 Be2 c5 9 d5 e6 10 0-0 exd5 11 exd5 Qb6 12 a3 Bf5 13 Nh4

Overlooking the possibility of the dangerous move 13 ... Bd7! after which the thrust of the knight to h4 would prove to be a loss of tempo. In view of this, the following aggression of the Black bishop looks very doubtful.

13 ... Bc2? 14 Bd1! Bxd1 15 Rxd1 Ne8

An interesting moment. Black, considering that the d5 pawn is "danger N° 1" for him, does everything he can to blockade this pawn.

The aim of White's following move is to not allow the knight to d6.



White willingly permits the blockade of the pawn with the queen, since it has long been known that the queen is the worst of blockaders.

16 Ne4! Nd6 17 Nxd6 Qxd6 18 Nf3 Rfe8 19 Rb1 Qd7

Black's counterplay lies in the advance of the pawns on the queen's flank. On 19 ... Rad8, possible is 20 Bf4, and if 20 ... b5, then 21 Qxb5 Qxf4 22 Qxa6. However, deserving attention is 19 ... Rac8 20 Bf4 Qd7 21 d6 Nb8, followed by 22 ... Nc6.

20 d6!

For just a second, Black gave this pawn freedom, and indeed it immediately advances. Serious measures must be taken to keep back and neutralise this pawn.

20 ... b5 21 Qd5 Rac8 22 Be3

An immediate 22 Bg5 is not good because of 22 ... c4. Now, on 22 ... c4, could follow 23 Bxa7.

22 ... Rc6?

He should prevent the transfer of the bishop to e7 by 22 ... h6.

23 Bg5! Rcc8

He has to go back, since 24 Qxc6 and 25 d7 was threatened.

24 Be7 h6 25 Nh4! c4 26 b4!

Not allowing the knight to c5. Though the c4 pawn is also dangerous, the well-posted White pieces cope with it without difficulty.

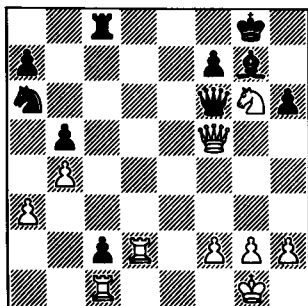
26 ... c3 27 Rbc1 c2 28 Rd2 Rxe7

Electing to liberate his pieces at the cost of the exchange. Incidentally Black obtains chances in connection with the dangerous passed pawn on c2.

29 dxe7 Qxe7 30 Nxb6!

Beginning the final attack, with the exploitation of various combinational motifs.

30 ... Qf6 31 Qf5!



White attacks both the queen and the rook c8. It is bad to take the queen in view of 32 Ne7+.

31 ... Rc4 32 Qxb5!

Also the exchange of queens wins, but White, after accurately calculating the variations, prefers a shorter way to victory.

32 ... Qb2 33 Ne7+!

Here is the winning move. The

Black king has only one safe square for retreat, since 33 ... Kh7 leads to mate after 34 Qf5+.

33 ... Kf8 34 Re1!

Threatening 35 Rd8 mate.

34 ... Re4

If 34 ... Rd4, then 35 Ng6+! Kg8 (35 ... fxe6 36 Qe8 mate) 36 Qe8+ Kh7 37 Nf8+ Kg8 (37 ... Bxf8 38 Qxf7+ Bg7 39 Qf5+ with mate) 38 Ne6+ etc.

35 Rd8+ Kxe7 36 Rxe4+ Kxd8 37 Re8+ 1:0

On 37 ... Kc7 follows 38 Re7+ with unavoidable mate.

In the game which the reader will now see, White likewise obtains a strong passed pawn on d6. Managing to support it with pawns and pieces, White achieves victory by pouncing on the Black king's position with his pieces.

*73. Grünfeld Defence

White: **Kotov** (59_n)

Black: **Gereben**

Moscow-Budapest Match
(Budapest 1949)

1 d4 d5 2 c4 c6 3 Nc3 Nf6 4 e3 g6 5 Nf3 Bg7 6 Bd3 0-0 7 0-0 Bg4 8 h3 Be6

Illogical. Black was obliged to exchange on f3.

9 cxd5! Nxd5

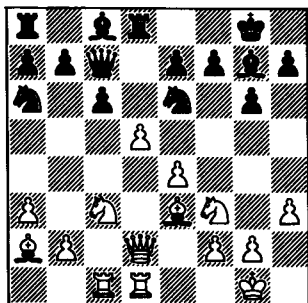
The original cause of Black's defeat. White's central pawns will soon rush forward with terrible force, whereas 9 ... cxd5 would have given approximate equality in

the centre.

10 Qe2 Nb4 11 Bb1 N8a6 12 e4! Nc7 13 Bf4 Bc8 14 a3 Nba6 15 Rd1 Ne6 16 Be3

White has an indisputable advantage in the centre. Furthermore Black has in no way decided the fate of his bishop c8. With some energetic moves, White strengthens his position still further.

16 ... Qc7 17 Ba2 Nf4? 18 Qd2
Ne6 19 Rac1 Rd8 20 d5!



An irrepressible pawn break, supported by all the White pieces. No wonder that the immobilised Black army cannot hold back this breakthrough.

20 ... Nf8 21 Ng5! e6 22 d6!

This wedge cuts in half the whole army of Black pieces. White's task is to maintain the bold pawn.

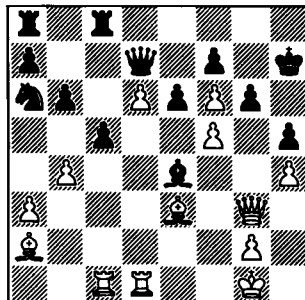
22 ... Qd7 23 f4 h6 24 Nf3 b6 25
b4 Bb7 26 Ne5!

A fine move. Black cannot exchange this knight for the bishop on g7, on the other hand he is also not able to endure the knight on e5 for long. He has to exchange it for the knight f8, but after this Black's king's flank is left defenceless.

26 ... Qc8 27 Qf2 Nd7 28 Nxd7
Qxd7 29 e5 Rdc8 30 Qg3!

Black's position is hopeless. The attack on the king's flank decides the game in the quickest way.

30 ... Kh7 31 h4 h5 32 Ne4 c5 33 Nf6+! Bxf6 34 exf6 Be4 35 f5!



1:0

The “business” of the d6 pawn is suitably concluded by the rest of White’s pieces.

In the last games we have already seen how an attack in the centre and on the queen's flank is later transferred to the king. This is quite a frequent phenomenon and occurs also in the next game.

74. English Opening

White: **Kotov** (60 v)

Black: **Furman**

17th USSR Championship
(Moscow 1949)

**1 c4 Nf6 2 Nc3 c5 3 g3 d5 4 cxd5
Nxd5 5 Bg2 Nb4**

It is well known that it is unfavourable for Black to take on c3, since then White, by 6 bxc3, ob-

tains a strong centre and pressure on the b-file.

Furman carries out a system of development with the moves ... Nc6, ... e5, ... f6, consolidating the centre. This system was employed with success by Mikhail Botvinnik. However, Furman commits an inaccuracy by removing the knight to b4. The correct 5 ... Nc7 6 d3 e5 7 f4 exf4 8 Bxf4 would have led to interesting play with chances for both sides. Now, however, White will seize the initiative.

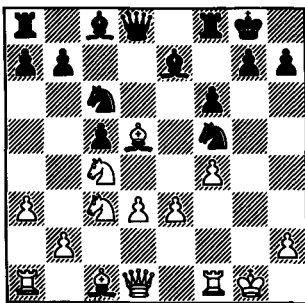
6 Nf3 N8c6 7 0-0 e5 8 d3 Be7 9 Nd2 Nd4?

A premature swoop. White drives this knight away later and gains time for the capture of the centre. 9 ... Bd7 was better.

10 Nc4 f6 11 f4!

An attack on the centre. In doing away with the e5 pawn, White includes the g3 pawn in the struggle for the centre. Soon his advantage in the centre becomes overwhelming.

11 ... exf4 12 gxf4 0-0 13 a3 Nbc6 14 e3 Nf5 15 Bd5+!



White consolidates himself in

the centre as much as possible. This bishop has a great future in the flank activities which White develops immediately after completing central operations.

15 ... Kh8 16 e4 Nfd4 17 f5 Bd7 18 Rf4

It is clearly White's wish to rather quickly give mate on the h7 square. Furman defends himself excellently, exploiting this thrust for a successful defence. The quiet 18 Bf4 and 19 Kh1 would have soon set Black great difficulties with an attack along the g-file.

18 ... Be8 19 Rh4 Ne5 20 Kh1 g5!

Doing away with the f5 pawn, bringing the bishop e8 into the defence, and at the same time eliminating the threat of 21 Qf1 and then 22 Rxh7+ and 23 Qh3+.

21 fxc6 Bxc6 22 Bh6 Re8 23 Rh3 Bf8 24 Bf4 Qd7 25 Rg3!

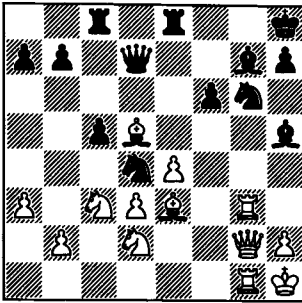
After strolling with the rook, White returns to the right plan of attack on the open g-file. White's position is so good that even the loss of several tempi does not diminish his advantage.

25 ... Rac8 26 Qf1 Bg7 27 Qf2 Bh5 28 Nd2 Ng4?

But this is already a mistake, leading to a loss. By playing 28 ... Re7 or even 28 ... Ng6, Black could still defend stubbornly.

29 Qg2! Ne5 30 Rg1 Ng6 31 Be3

Completing White's offensive, begun in the centre and then transferred to the king's flank. The



bishop h5 does not now have a square for retreat and Black must suffer loss. There is no saving

himself in 31 ... f5 32 Rg5! and the bishop is doomed.

31 ... Nc2 32 Nc4! Nxe3 33 Nxe3 Re5 34 Nf5 b5 35 Qh3 Nf4 36 Qh4! Rxf5

Black exploits the last chance, giving up the exchange, but even this does not weaken White's attack, and the game is quickly over.

37 exf5 Nxd5 38 Qxh5 Rg8 39 Rh3 Bf8 40 Rxc8+ Kxc8 41 Rg3+ 1:0

7: Play on Two Flanks

We have seen games in which the attack is conducted on the king's flank; then we looked at those where the game was decided in the centre and on the queen's flank. However, there will be cases where the active side has to conduct the offensive "on all fronts" at once. Most frequently this occurs in games where the centre is locked and it is not easy to carry out a breakthrough. In the majority of such cases, the attacker has an enormous space advantage, his pieces control a large part of the board, whereas the defender's are huddled together on the back two or three ranks.

The question in such closed positions is this: does the attacker succeed in undermining and demolishing the solid defensive line of the enemy? As a consequence of this a new problem arises: will the activity of the pieces, bursting into the enemy camp, be sufficient for a win? In order to make the invasion more effective, the attacker usually tries to break through on two flanks at once. Having two highways for invasion, the attacker can throw his pieces over from one side of the board to the other and try to break through "first here, then there". In this case, it is more difficult to conduct the defence: it is much more difficult to manoeuvre with the pieces on crowded paths. As a result, most frequently the defender does not succeed in transferring his forces from flank to flank and suffers defeat due to a lack of force at a necessary place at a necessary moment.

We look at games where one or other measure accompanies the two-flanks strategy.

75. Nimzo-Indian Defence

White: **Kotov**

Black: **Arnlaugsson**

11th Olympiad

(Amsterdam 1954)

**1 c4 Nf6 2 Nc3 e6 3 d4 Bb4 4 e3
c5 5 Bd3 Nc6 6 a3 Bxc3+ 7
bxc3 b6 8 e4 d6 9 Ne2 Bb7 10
0-0**

Incomprehensible sluggishness.

By playing the energetic 10 f4 e5 11 fxe5 dxe5 12 d5 Na5 13 0-0, with the threats of 14 Bg5 and 14 Nf5, White obtains an appreciable advantage.

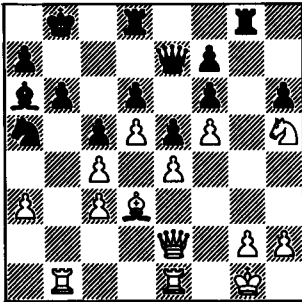
10 ... Qd7 11 Bg5

A double-edged move. White spoils the opponent's pawns and seizes an enduring initiative. However, the position is locked and White has a great deal of trouble breaking through. Deserving serious attention is the pawn sacrifice 11 Ng3 cxd4 12 cxd4 Nxd4 13 Bb2.

11 ... h6 12 Bxf6 gxf6 13 d5
Na5 14 Nf4 0-0-0 15 Nh5 Qe7
16 Rb1

White already has to be careful. On the natural 16 Qf3 would follow 16 ... f5 17 exf5 exd5!, and Black's initiative, in connection with the open h1-a8 diagonal and the g-file, is highly dangerous.

16 ... Ba6 17 Re1 Rhg8 18 Qe2
Kb8 19 f4 e5 20 f5



The position is stabilised. White has a serious space advantage, though there is no way for him into the enemy camp. The lines are blocked, the diagonals are controlled by Black. Black's counter-activity on the g-file is likewise not dangerous. There begins lengthy manoeuvring, the aim of which is to exploit the opponent's weaknesses on the king's flank.

20 ... Rg5 21 h4 R5g8 22 a4 Rh8
23 Kh2 Rdg8 24 Rf1 Kc7 25
Kh3 Qd8 26 Rf3 Kd7 27 Re1
Ke7 28 Qa2 Rh7 29 Ree3 Rhh8
30 Re1 Rh7 31 Ra1 Rhh8 32
Rf2 Qd7 33 Rb1 Qc7 34 Rg1
Qd8 35 Rf3 Qd7 36 Re3 Qc7 37
Ree1 Qd7 38 Be2 Qe8 39 Bf1

Qd7 40 Bd3 Qe8 41 Re3 Qd8 42
Rf1 Rh7 43 Rff3

After making indifferent moves before the end of the first time-control period, White finally reveals his plan. The first task is to exchange one pair of rooks and thereby diminish the opponent's defensive chances. Black must hold on to the g-file and also defend the f6 and h6 pawns. With one rook, it is more difficult for him to do this.

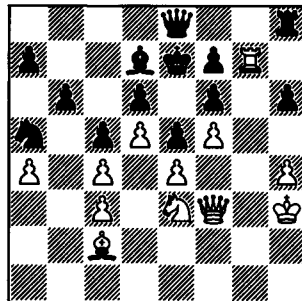
43 ... Rhh8 44 Be2 Qe8 45 Rg3
Rxc3+ 46 Rxc3 Rg8 47 Rf3 Qd8
48 Ng3

The knight is going to e3, in order to save the queen defending the c4 pawn, and also for a raid on g4.

48 ... Qe8 49 Bd3 Qd8 50 Nf1
Qe8 51 Ne3 Qd8 52 Qc2 Qf8 53
Rg3 Rh8

But now the exchange of the second rook is favourable for White, since it would at once expose the f6 and h6 points.

54 Qe2 Bc8 55 Qg4 Bd7 56 Bc2
Bc8 57 Qf3 Ba6 58 Bd3 Bc8 59
Rg4 Bd7 60 Bc2 Qe8 61 Rg7



White has already achieved a

great deal, he has strengthened the position of his pieces, firmly seized the open file, but it is still a long way to the win. So complicated is play on two flanks with a closed centre.

61 ... Qf8

Bad is 61 ... Bxa4 62 Bxa4 Qxa4 63 Qh5 and 64 Qg6.

62 Qg3 Kd8 63 Bd1 Be8 64 Kh2 Kc8 65 Rg4 Kd8 66 Kg1 Bd7 67 Rg7 Be8 68 Kf2 Kc8 69 Ke1 Kd8 70 Kd2 Kc8 71 Kd3

The White pieces in turn change places with one another, for the important point-duty to defend the c4 pawn. The king relieves the knight e3, whose place is on h5.

71 ... Kd8 72 Nf1 Kc8 73 Qg4 h5

On any other move would follow 74 Ng3 h5 75 Nxh5 Rxh5 76 Rg8. Moving the pawn to h5 weakens it still further, and soon after it is lost.

74 Qg3 Kd8 75 Ne3 Nb7 76 Kd2

A new re-organisation of forces: the king goes back to h3. It is necessary to defend the h4 pawn in case the Black h5 pawn is taken and the h-file opened.

76 ... Na5 77 Ke1 Nb7 78 Kf2 Na5 79 Kg1 Nb7 80 Kh2 Na5 81 Kh3 Nb7 82 Bxh5

Hooray! The first gain for 62 moves of complicated manoeuvring. But it is still a long way to the win.

82 ... Rxh5 83 Rg8 Qh6 84 Ng4

Everyone thought that it was time to resign, since on 84 ... Qc1 or 84 ... Qh7 follows 85 Rxe8+

Kxe8 86 Nxf6+. However, the inventive Icелander finds an excellent defence.

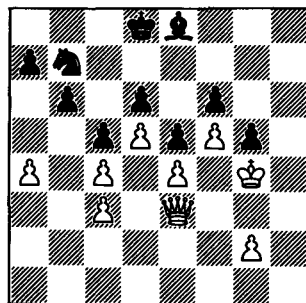
84 ... Qg5!

A brilliant blow. In connection with the following sacrifice of the exchange, this is an excellent chance for defence.

85 Rxc5 fxc5 86 Qe3 Rxh4+ 87 Kg3 Rxc4+!

Again excellent. It will not be easy for the queen to defeat the opponent's two minor pieces.

88 Kxg4 f6



How does White win? The king cannot break through anywhere, and a lone queen "in the field is not a warrior". And yet victory is possible - it is achieved with the help of subtle manoeuvres on two flanks at the same time. White's first task: to pin down the opponent's pieces in such a way as to make possible the break a5 - opening lines on the queen's flank.

89 Qh3 Ke7 90 Qh7+ Bf7 91 Qh8 Be8 92 Qg8 Nd8 93 Qh7+ Bf7 94 a5!

Achieving the objective. Now the White queen gets the chance to

jump decisively over to the queen's flank.

94 ... bxa5 95 Qh1 a4 96 Qb1 Be8 97 Qb8 a5 98 Qc7+ Bd7 99 Kh5

The White king has waited a long time for this moment. His run to g7 decides the outcome of the battle. The f6 pawn is lost, and with that the whole of Black's structure is demolished.

99 ... Nf7 100 g4 Nd8 101 Kg6 Nf7 102 Kg7 Nd8 103 Qxa5 Nf7 104 Qb6 Be8 105 Qb1!

Two long jumps to the f6 pawn. Students of chess should closely observe the typical combinational manoeuvres which White carries out in this game on two flanks.

105 ... Nd8 106 Qh1 1:0

One more game, in which White succeeds in carrying out a breakthrough with the help of manoeuvres on two flanks, even deep in the endgame.

76. Nimzo-Indian Defence

White: **Kotov**

Black: **Plater**

Chigorin Memorial

Tournament (Moscow 1947)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 a3 Bxc3+ 5 bxc3 0-0 6 e3 d6 7 f3 e5 8 e4

A well-known position. White occupies the centre with pawns, Black creates a counterattack on the d4 pawn, trying to force its advance. Practice shows that it is

not possible to retain the tension in the centre for long.

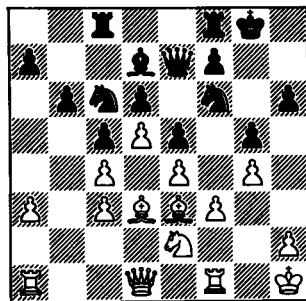
8 ... c5 9 Bd3 Nc6 10 Ne2 b6 11 0-0 Qe7 12 Bg5

With the aim of forcing the weakening ... h6, after which the move g4 will be very strong.

12 ... h6 13 Be3 Bd7 14 Kh1 Rac8 15 g4

Unnecessary risk. Correct is at once 15 d5 and then 16 g4, since now Black could, to his advantage, exchange once on d4 (15 ... cxd4), and then after that continue, as in the game, 16 ... g5, or direct all his pieces at the c4 pawn.

15 ... g5 16 d5

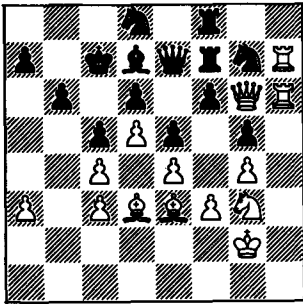


The position is defined. White controls more space, the initiative will be in his hands. It is clear that immediate operations will develop on the king's flank, where White will try to open the h-file and break through on it with his pieces. Black, for the time being, can do nothing on the other flank and will be forced to wait passively.

16 ... Na5 17 h4 Ne8 18 Kg2 f6 19 Rh1 Ng7 20 Ng3 Kf7 21 Rh2 Ke8 22 hxc5 hxc5 23 Rh7 Kd8

A typical tactic by the defender in such positions - the Black king flees to that flank where it is safer.

24 Qh1 Kc7 25 Qh6 Rf7 26 Qg6 Rcf8 27 Rah1 Nb7 28 R1h6 Nd8



White has broken through with his heavy pieces into Black's camp, but Black has managed to defend everything successfully. Despite White's enormous space advantage, it is very difficult for him to win. This once again underlines the well-known principle: with a space advantage it is necessary to open lines on both flanks, and then, by manoeuvring with the heavy pieces, to transfer them from flank to flank, in the end delivering a decisive blow to the opponent. In the present case, White is deprived of the possibility of breaking through on the queen's flank and must just think of a way of breaking through the Black defensive line on the king's flank.

29 Kf2 Nb7 30 Bf1 Nd8 31 Bh3 Kc8 32 Nf5

White decides to sacrifice the bishop on g5. Another plan to realise his advantage was the prepara-

tion of the move Nh5 by means of Kg2, so as, after the exchange of the knight, to take on h5 with the pawn and create a dangerous passed pawn.

32 ... Nxf5 33 gxf5 Rxh7 34 Rxh7 Rf7 35 Rh6 Rf8 36 Bg4 Be8 37 Rh7! Rf7

Of course, not 37 ... Bxg6 38 fxc6, and White wins.

38 Rxf7 Qxf7

Allowing White to carry out the long intended sacrifice; but the capture with either knight or bishop has its minuses, since the White bishop is transferred to g6. For example: 38 ... Bxf7 39 Qg7 Kc7 40 Kg3, and it is difficult for Black to defend himself.

39 Bxg5! fxg5 40 Qxd6 Qc7 41 Qf6 Nf7 42 Bh5

This haste allows Black to create a drawing possibility, by a study-like means. White goes for a third pawn and misses the win which is achieved after 42 Qg7! Qd6 43 f6+ Kd8 44 Be6! with a subsequent approach of the king.

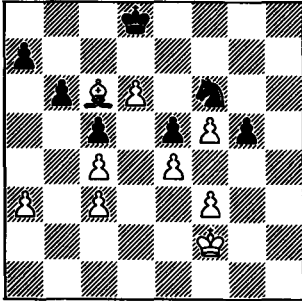
42 ... Qd6! 43 Qg7 Qh6!

Before Black's last move, the game was adjourned. When I saw the possibility of this move, I was unsettled. Friends reassured me and even wagered bets, being convinced that this move could not be sealed. When, on resumption, the envelope was opened, it became clear that this sole saving move was sealed by the Polish master.

44 Qxh6 Nxh6 45 Bxe8 Ng8 46 d6 Nf6

Black transfers the knight to f6, where it blockades the f5 pawn and does not allow the White king to get past.

47 Bc6 Kd8



The position is closed, and it is very difficult for White to win. He tries to realise his advantage and from now on carries out a complicated plan, which consists of the following stages:

- 1) transferring his king to the queen's flank and forcing Black to play ... a6;
- 2) exchanging the d6 pawn for the a6 pawn, for which the king is transferred to g3 where it prevents the dangerous ... g4;
- 3) transferring the bishop to g4, where it will wait for a convenient moment to get, via h5, f7, to d5 (if White is able to post his bishop on d5, his position will be winning).

After that, the king is transferred once again to the queen's flank and creates a zugzwang position. Then the knight f6 will be forced to move back and give way to the bishop on h5.

In the course of the following 25

moves, White made his moves quickly. The White king rushed from one end to the other, surprising the spectators, who did not always clearly understand all the fine points of the complicated and deep plan thought out by White.

48 Ke2 Kc8 49 Kd2 Kd8 50 Kc2 Kc8 51 Kb3 Kb8 52 Ka4 a6

The first objective is achieved. Now back to the king's flank!

53 Kb3! Kc8 54 Kc2 Kb8 55 Kd2 Kc8 56 Ke2 Kb8 57 Kf2 Kc8 58 Kg2

White wants to exchange the d6 for the a6 pawn, but after this exchange he cannot allow the move ... g4 with an obvious draw. If Black were to play ... g4, in the presence of the d6 pawn, during the White king's journey, then the win would be achieved by returning with the king to g3 and breaking through via the h4 square.

58 ... Kb8 59 d7! Kc7 60 Bb7! Kxd7

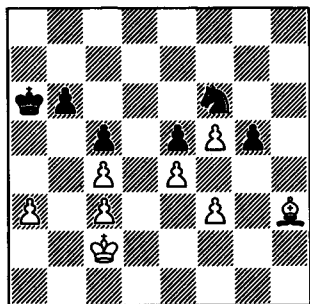
He cannot play 60 ... a5, since then follows 61 Bc6 and the march of the king to b5 and a6.

61 Bxa6 Kc7

The second part of the plan is completed. There remains to transfer the bishop to g4 and the king to a4. Black, clearly, does everything in his power not to allow the White bishop to d5.

62 Bb5 Kd6 63 Ba4 Kc7 64 Bd1 Kd6 65 Kf2 Kc7 66 Ke3 Kc6 67 Kd3 Kb7 68 Be2 Ka7 69 Bf1 Kb7 70 Bh3 Ka7 71 Kc2 Ka6?

A mistake which loses the game.



It was necessary to find squares which correspond to both holding the king on a7 and b7, and the knight on f6 and g8. After 71 ... Kb7 72 Kb3 Ng8! 73 Ka4 Ka6 74 Bg4 Nf6! there is no zugzwang.

White intended to carry out the fourth stage of the plan in this position - to gain a tempo by means of 75 Bh3 Ng8! 76 Bf1! Nf6 77 Bg2! Ng8 78 Bh3! Nf6 79 Bg4! (now the knight must retreat, and the bishop makes its way to d5, forcing the win) 79 ... Ng8 80 Bh5 Nf6 81 Bf7 g4 82 fxg4 Nxg4 83 Be6! Nf6 84 Bc8+ Ka7 85 Kb5 Nxe4 86 Kc6 Nf6 87 Be6! e4 88 Bd5! Nxd5 89 cxd5 e3 90 f6 e2 91 f7 e1(Q) 92 f8(Q) and White wins.

White was very proud when he found this beautiful win in home analysis, when looking at the position after 43 ... Qh6. For all that, one rarely has to calculate variations 50 moves ahead! But alas! Later, White found that Black

could play more strongly in the fourth stage. After 77 Bg2, he replies not 77 ... Ng8, but 77 ... g4! and, apparently, achieves a draw.

Perhaps, even such an annoying possibility does not spoil this attractive study.

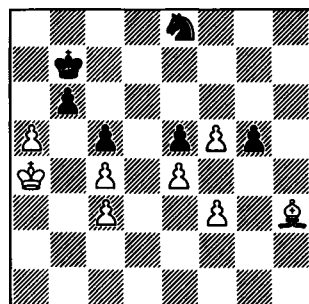
72 Kb3 Ka5 73 Bg4!

Zugzwang. Black is forced to allow the White king to advance.

73 ... Ka6 74 Ka4 Ka7 75 Kb5 Kb7 76 a4! Ne8

It is almost mate by 77 ... Nd6. The break on the queen's flank is quickly decisive.

77 a5 Nd6+ 78 Ka4 Ne8 79 Bh3!



The concluding fine point. Here the game was adjourned, and

1:0

After 79 ... Ka6! (79 ... Nf6 80 Kb5) 80 f6! Nxf6 81 Bc8+ Ka7 82 Kb5 bxa5 83 Kxc5 a4 84 Kb4 Kb8 85 Bf5 Kc7 86 Kxa4, the two extra pawns give White victory.

A tense and interesting game.

7: Defence

We have looked at many games, won with the help of attack or combinational-tactical “tricks”. They are usually beautiful, giving pleasure. However, for the connoisseur, no less pleasure is given by games where a victory is gained by stubborn defence. It is well-known that it is more difficult to defend than attack, and this should evoke in us a respect for defence.

Much has been written about methods of defence, it is possible to once again refer the reader to the second volume of my book on Alekhine. We now look at a few games, won by the author as a result of stubborn defence and counterattack. The whole of my chess life, I possessed two qualities: an inability to sense danger in time and great stubbornness in the defence of difficult positions. D. Bronstein said one day about one of his positions, “In this position even Kotov could not have defended himself”, and there is some truth in this. The reader should not look upon this as bragging, like some achievement of a chess master, for to obtain a losing position is nothing to write home about, but you cannot get away from the facts. We hope that the few examples of defence, which are presented in this book, will give an understanding of the need for very stubborn and steadfast defence in chess.

The methods of defence in the presented games are simple: making it as difficult as possible for the opponent to realise his advantage, and the preparing and carrying out of a counterattack. The reader, from the comments, will see how a chessplayer conducts the defence, not for a moment letting slip thoughts of the possibility of he himself going over to a counterattack.

77. *Slav Defence*

White: **Bondarevsky**

Black: **Kotov**

16th USSR Championship
(Moscow 1948)

**1 d4 d5 2 c4 e6 3 Nf3 c6 4 e3
Nf6 5 Bd3 dxc4 6 Bxc4 Nbd7 7
Nc3 b5 8 Be2**

Obtaining a well-known posi-

tion from the so-called Meran variation. More often, White retreats the bishop to d3 or b3. The retreat to e2 likewise has its pluses and minuses. Theory has still not spoken its final word: which of the three retreats of the White bishop is the strongest?

**8 ... a6 9 e4 b4 10 e5 bxc3 11
exf6 Bb4!?**

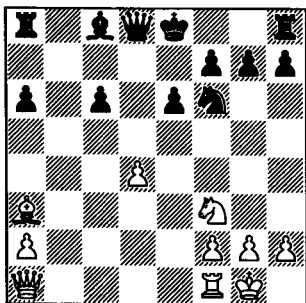
A crucial decision! By winning a pawn, Black allows himself to be subjected to a lasting attack. After 11 ... cxb2 12 fxg7 Bxg7 (it is unfavourable for Black to lead the game into play with four queens after 12 ... bxa1(Q) 13 gxh8(Q)) 13 Bxb2 Qa5+ 14 Nd2 Rb8 15 Qc2 c5 16 Bc3 Qc7 17 d5, White's position is preferable.

Deserving attention is 11 ... gxf6 12 bxc3 Bb7, with a subsequent ... c5.

12 0-0 Nxf6 13 bxc3 Bxc3 14 Ba3!?

A sacrifice of the exchange and a pawn, which does suggest itself - the Black king is too badly placed. Today, twenty years later, when I annotate this game anew, I myself become terrified of the sort of position I got into. But then the desire to win at all costs prompted precisely this extremely risky path.

14 ... Bxa1 15 Qxa1



The position obtained, undoubtedly, will serve as an object of debate between adherents of attack and defence. It is, of course, not easy for Black to defend himself,

but I, after spending many hours in the search for a decisive continuation for White, did not find this. Under tournament conditions, where thinking-time is limited, Black's chances, in my view, are better.

15 ... Nd5!

Preparing a post for the king on f7. On the way, Black tries to escape with his king from the centre, by castling.

16 Qc1 f6! 17 Nd2 Ne7 18 Qc5

Doing away with any hopes of castling. The Black king remains in the centre, and now the question is only this: will Black succeed in avoiding mate?

18 ... Kf7 19 Nc4 Nd5 20 Rb1! Qc7 21 Nd6+ Kg6

Not a very comfortable position. Black is saved on only one count: the White pieces are, for the time being, still on the queen's flank, and they require time for transfer to the other end of the board. But in this period Black manages to set up a haphazard defensive structure.

22 Rb3

It seems that stronger is 22 Qc2+ f5 23 g4, and if 23 ... Nf4, then 24 Bf3 h6 25 gxf5+ exf5 26 Rb7! with strong threats.

22 ... h6 23 Qc2+ f5 24 Nc4 Kh7 25 Ne5 Rb8 26 Rg3 Nf4!

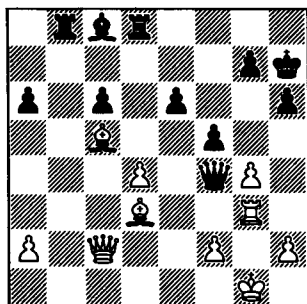
Heroic defence. The king has managed to hide on h7, and this move stops the White bishop troubling the Black king from the g6 square, via h5.

27 Bf1 Rd8 28 Rc3 Bb7 29 Bc5

Ng6 30 Nxg6?

Black's staunch defence has unsettled grandmaster Bondarevsky. By returning the knight, retreating it to c4, White still has some chances of attack. The exchange of knights sharply reduces the attacking ardour of his pieces.

30 ... Kxg6 31 g4 Bc8 32 Rg3 Kh7 33 Bd3 Qf4!



The queen hurries to the help of its king. The worst for Black is past, and he already confidently repels White's attack.

34 gxf5 exf5 35 Qe2 Rb7 36 h3 Qh4 37 Qe5 Qf6 38 Qf4 0:1 (as White overstepped the time-limit)

Already White does not have any serious compensation for the material loss, and Black must gradually win.

78. King's Indian Defence

White: **Lundin** (♣ ♠)

Black: **Kotov**
(Stockholm 1960)

1 e3

In the present game, already on the first move, Lundin, who in the

past had not a bad knowledge of opening theory, tries to get away from all the well-known variations. But, to his misfortune, he did not take into account that sitting against him was also (alas!) not a young man.

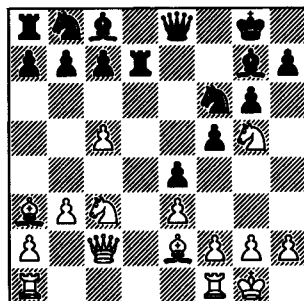
1 ... g6 2 d4 Bg7 3 Nf3 d6 4 Be2 f5 5 c4 Nf6 6 Nc3 0-0 7 0-0

After the unusual first move, White, from now on, makes "normal" moves, and the game leads into one of the variations of the King's Indian Defence. True, White has played the opening passively: his bishop is unfortunately placed on e2, the move e3, to a large extent, signifies a renunciation of initiative-seeking play in the centre.

7 ... Qe8 8 b3 e5 9 dxe5

Lundin sees the possibility of a tempting attack; meanwhile the exchange on e5 signifies, to a large extent, a concession of the central position. Now, hanging over White all the time is the threat of ... e4, with a subsequent transfer of the knight e5 to d3.

9 ... dxe5 10 Ba3 Rf7 11 Qc2 e4 12 Ng5 Rd7 13 c5



It seems that White's attack is very threatening, since it is impossible to prevent the thrust with the bishop to c4. Meanwhile, despite their menacing appearance, the White pieces are not very well placed: his bishop a3 is standing on the side from events, the knight g5 is about to be driven away from its advanced post and, most importantly, it has nowhere to clear off to from g5, since the h3 square is obviously no good (after ... g5 the knight will not have a single move).

But the main thing that gives Black confidence in the strength of his position is the powerful centre. Black either controls or attacks all the squares of the central square (d4, e4, d5, e5), whereas not a single White piece is able to come in sight. This powerful positional factor always plays an important role, and in the present game, to a large extent, decides the fate of the battle.

It is interesting to observe how Black, little by little, beats off the groundless onslaught of the White pieces and himself goes over to a counterattack.

13 ... Nc6 14 Bc4+ Kh8 15 Rad1 Ne5!

Defending the f7 square and attacking the bishop c4. Lundin still does not submit and tries to keep up the attack.

16 Nb5 a6!

Once again an energetic move! It turns out that 17 Rxd7 loses

because of 17 ... axb5 with an attack on both White bishops. In this variation, the bad position of the bishop a3 tells.

17 Nd4 Nxc4 18 Qxc4 Rd5!

A brilliant positional move! Black pursues several aims: to screen the a2-g8 diagonal, prepare ... c6 and give the bishop c8 an outlet. It is not good now for White to advance his pawn to c6. After 19 c6 b5 20 Qc2 h6, the c6 pawn might become an object for attack.

19 Ne2

The legitimate question could arise: why doesn't White take on f5? It seems that after 19 Nxf5 Rxf5 20 Rd8 and 21 Nf7+ or 19 ... Rxd1 20 Nf7+ the win for White is obvious. But it is precisely in this case that the failure of White's deployment of pieces comes to light in crystal-clear fashion.

On 19 Nxf5 follows 19 ... Bxf5 20 Rxd5 Nxd5 21 Qxd5 h6 22 Nh3 c6 23 Qc4 g5 or 23 ... Rd8 and Black has an overwhelming position, since White's extra pawn does not play any role at all. Look at what a pitiful sight the knight on h3 and bishop on a3 are in this case.

19 ... c6 20 Nc3

Lundin does not take into account the total strength of Black's threats and at once falls into a hopeless position. He should, while it is not too late, take care of the positions of his two knights, and in the first instance the knight g5. After the correct 20

Nh3, followed by 21 Nf4, White could still count on a successful defence. Now, however, follows a decisive counterattack.

20 ... h6 21 Nh3

Of course, not 21 Nxd5? cxd5 with a win of two knights for a rook.

21 ... Rxd1 22 Rxd1 g5 23 Rd6

Still making attacking moves out of inertia. Admittedly, also the careful 23 Kh1 would not have improved White's position much.

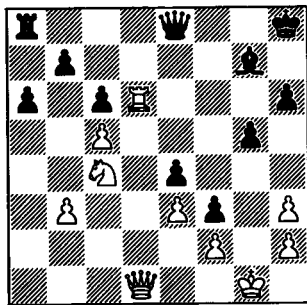
23 ... Ng4 24 Bb2 Ne5 25 Qe2 Nd3

The Black knight lords it in the centre - the result of Black's securing himself, in good time, the central position. Now the exchange of the important White bishop is forced.

26 Na4 Nxb2 27 Nxb2 f4 28 Nc4

28 exf4 g4 would lose a piece. However, also now White's position is unenviable.

28 ... f3 29 Qd1 Bxh3 30 gxh3



Here we have the result of a correctly thought out and accurately calculated plan of defence

and counterattack. After beating off the groundless swoop of the White pieces, Black himself goes over to a counterattack and totally smashes White's position on the king's flank. Over the White king now will continually hang the threat of mate. Though White also obtains freedom for a while, he nevertheless does not succeed in ridding himself of the incurable weakness of his king's flank, to the end of the game.

30 ... Qf8

Intending to attack the h3 pawn from f5. It would be bad to do this from h5, in view of the exchange of rooks on d8 and the move of the White queen to d7.

31 Re6!

When the time comes for tactical complications, Lundin plays highly inventively. 31 ... Qf5 is not possible now, in view of 32 Qd7! with the threat of 33 Re8+.

31 ... Qxc5 32 Qd7 Rf8 33 Rg6 Rg8 34 Nd2

White's pieces are now better placed, but the main defect - the bad position of the king - still remains. Lundin's wish is to do away with the e4 and f3 pawns, but this leads to great material losses.

34 ... Kh7 35 Rd6 Rf8 36 Nxe4 Qc2 37 Ng3 Qxa2 38 e4

The harmless attempt to advance the pawn will not present Black with any difficulties in the realisation of his advantage. 38 Qxb7 would give White more chances of defence.

38 ... Qb1+ 39 Rd1 Qxb3 40 e5 Rf7 41 Qd4 Qe6

The game was adjourned here, but White resigned without playing on.

0:1

And here is another example, where staunch defence triumphs.

79. King's Indian Defence

White: **Bronstein** (65)

Black: **Kotov**

19th USSR Championship
(Moscow 1951)

1 d4 Nf6 2 c4 d6 3 Nc3 e5 4 Nf3 Nbd7 5 g3 g6 6 Bg2 Bg7 7 0-0 0-0 8 b3 Re8 9 Qc2 c6 10 Rd1

This interesting order of moves was found by grandmaster David Bronstein. White does not close the c1-h6 diagonal with the move e3, so as, after ... e4, to have the possibility of bringing his black-squared bishop to e3 or f4. Upon the development of the Black queen to a5, which occurs in the game, White goes over to the system with the move e4; then the unfortunate position of the queen prevents Black from carrying out the usual moves in this variation, ... exd4, ... a5, ... Nc5.

10 ... Qa5 11 e4 Nf8 12 d5

The threat 12 ... Ne6 13 Be3 c5, with the unavoidable ... Nd4, forces White to lock the centre. The consolidation of the central position forces both opponents to turn their attention to the flanks.

With energetic play, Bronstein succeeds in demonstrating the advantages of his position and first seizing the initiative on the queen's side of the board.

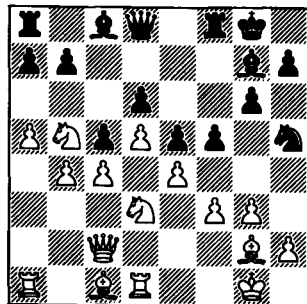
12 ... c5 13 a4!

Here the pawn will pin down the Black queen. As soon as it moves away, there follows a5.

13 ... Nh5 14 Ne1 f5 15 Nd3 Qd8

He already has to repel the threat of b4, which could follow on 15 ... f4 16 b4 cxb4 17 Nb5 Qd8 18 c5!, and White considerably outstrips the opponent in his activity.

16 a5 Nd7 17 f3 Rf8 18 Nb5 Ndf6 19 b4!



Bronstein conducts the game very logically. The temporary pawn sacrifice is dangerous and forces the opponent to immediately begin active operations on the king's flank.

19 ... fxe4 20 fxe4 a6 21 Nc3 cxb4 22 Na4 Qxa5 23 Be3 Qc7 24 Bb6 Qe7 25 c5

It seems that things are bad for Black. And yet a few energetic defensive manoeuvres give him the

possibility of organising a defence of his lines.

25 ... Bg4 26 Re1 Rac8 27 Nxb4 Nd7!

When defending, each move must be accurately and well weighed up. The transfer of the knight to d7 fulfils two aims at once: doing away with the White bishop b6 and opening up the important bishop g7.

28 c6 Nxb6 29 Nxb6 Rc7 30 Qb3 Bh6?

A pity. After organising a successful defence, Black with one move loses everything. By playing 30 ... Qg5! Black would have given the rook c7 the possibility of going to f7, and likewise would have threatened, in his turn, the unpleasant 31 ... Qd2. In this case the game remains sharp for both sides, whereas now White's initiative on the queen's flank decides the fate of the game.

31 h3! Bc8 32 Na8 b5

Interesting complications were obtained after 32 ... Bd2. For example: 33 Red1 Qg5 34 Rxd2 Qxd2 35 Nxc7 Bxh3 (bad is 35 ... Qd4+ 36 Kh2 Qxa1 37 cxb7 Bxb7 38 Nc2 Qd1 39 Qxb7 Qxc2 40 Ne6) 36 Bxh3 Qf2+ 37 Kh1 Nxc3+ 38 Qxc3 Qxc3, and Black must win.

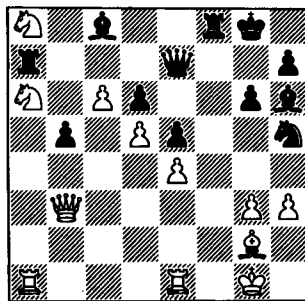
However the simple 33 Re2! repels all the opponent's threats and leaves White a considerable advantage, both after 33 ... Qg5 34 Nxc7 Nxc3 35 Rxd2 Qxd2 36 Qxc3 Qd4+ 37 Kh2, and 33 ...

Bxb4 34 Qxb4 Nxc3 (34 ... bxc6 35 Nxc7 Qxc7 36 dxc6, and White's extra exchange must bring him victory) 35 Re3! Qg5 36 Qb3! and White wins.

33 Nxa6?

In mutual time-trouble, the opponents considered that it was unfavourable to take the rook c7 because of the beautiful sacrifice 33 Nxc7 Qxc7 34 Kh2 Nxc3! It is possible that the assessment of this continuation was right, for after 35 Kxc3 Bf4+ 36 Kf3 Qb6, followed by ... a5, ... b4, and ... Ba6, Black obtains a threatening attack on the White king. But, by playing 33 Nxc7 Qxc7 34 Rf1!, White retains the advantage, whereas now his position surprisingly becomes lost.

33 ... Ra7!



Black's stubborn defence has done its business. After repelling the opponent's threats, Black goes over to a decisive counterattack. White will not retain both the knights, therefore Bronstein makes haste to sharpen the game just a little more.

34 Nc5

If 34 Nb4, then 34 ... Bd2! with a very strong attack.

34 ... dxc5

Here, and later, time-trouble spoils this interesting game. The energetic 34 ... Bd2! would win at once, because of the irresistible 35 ... Qg5.

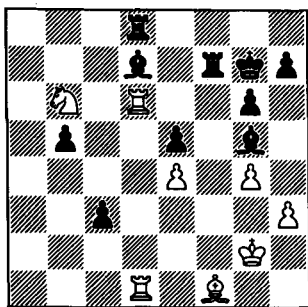
35 d6+ Qf7 36 Qxf7+ Raxf7 37 Nb6 Be6 38 d7 Nf6

Yet another mistake in time-trouble. Winning at once is 38 ... Bd2! 39 Re2 Bc3, with a further transfer of the bishop to d4. With the arrival of the Black bishop on this central square, the c5 pawn becomes a threatening force.

39 Rad1 Nxd7 40 cxd7 Rd8 41 Bf1 c4!

The sealed move before the break. Black's game is won, though the opponent's reply still sets him a difficult task.

42 Kg2 Kg7 43 g4 Bg5 44 Rd6 Bxd7 45 Red1 c3?



Black makes it much more difficult for himself to achieve victory. Winning quickly was 45 ... Bc6 46 Rxd8 Bxe4+ 47 Kh2 Bf4+ 48 Kg1 Be3+ 49 Kh2 Bxb6. Black's two

passed pawns quickly decide the outcome of the struggle.

46 Nxd7 c2 47 Bxb5 cxd1(Q) 48 Rxd1 Bf4

Black is the exchange ahead, but it is not easy to achieve victory. The winning plan includes an exchange of the opponent's rook, which at once reduces the activity of the White pieces, while Black obtains the possibility of strengthening his position to the maximum.

49 Rd5 Rc8 50 Nc5 Re7 51 Kf3 Ra8 52 Ba4 Rf8 53 Bd7 Rf6 54 h4 Bg5+ 55 Kg3 Bf4+ 56 Kf3 Bc1+ 57 Ke2 Ba3! 58 g5 Rb6 59 Nd3 Rd6

Black's main task is to exchange off the rook. He is even prepared to give up a pawn for this.

60 Bg4 Rxd5 61 exd5 Ra7 62 Nxe5 Ra4 63 Kd3 Rf4!

The decisive blow. There is no saving himself against the threat of 64 ... Bb2.

64 h5 Bb2 65 h6+ Kh8 66 Nc4 Rd4+ 0:1

The following game shows that, when attacking, inventiveness and imagination help to solve difficult problems.

80. King's Indian Defence

White: **Ravinsky** (16 A)

Black: **Kotov**

Trades Union Championship
(Leningrad 1949)

1 d4 Nf6 2 c4 d6 3 Nf3 g6 4 Bf4

Bg7 5 e3 Nh5

An analogous manoeuvre is frequently employed by grandmaster I. Boleslavsky. The weakening of Black's king's flank is compensated by the presence of his two dangerous bishops.

6 Bg5 h6 7 Bh4 c5 8 Nc3 g5 9 Bg3 Nxg3 10 hxg3 Qa5

Losing the thread. Black's task is to attack the d4 square as much as possible, and this can be achieved by means of 10 ... g4 11 Nh4 cxd4 12 exd4 Nc6 13 d5 Nd4. The thrust with the queen, lacking principles and ideals, allows White to successfully mobilise his forces.

11 Nd2!

Black underestimated this subtle reply. In view of the unpleasant threat of 12 Nb3, he now has to take urgent measures.

11 ... cxd4 12 Nb3 Qe5 13 Nxd4 Nc6 14 Nf3 Qa5 15 Rc1 0-0

15 ... Nb4 does not work, since White quietly replies 16 Qd2! Nxa2 17 Ra1 or 16 ... Bxc3 17 Qxc3.

16 Bd3 Ne5 17 Nxe5 Qxe5 18 0-0 Bd7 19 b3 Bc6 20 Bb1 e6

White's hopes are connected with attacking possibilities on the b1-h7 diagonal. Black endeavours to close this diagonal and, together with this, prepares a cunning positional trap for the opponent.

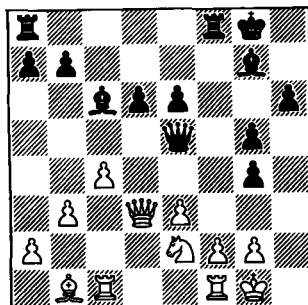
21 Qd3 f5 22 g4?

It is difficult to blame White for the fact that he underestimated the following stunning manoeuvre, since the attack on the b1-h7 dia-

gonal looks irresistible.

22 ... fxg4 23 Ne2

Intending, by means of Ng3-h5, to support the operation of the queen and bishop.



23 ... Kf7!!

"The king must defend itself!" After White has made all his preparations for an attack on the b1-h7 diagonal, Black transfers the king to e7, where it is more reliably placed than on g8.

24 Ng3

Ravinsky once again underestimates a concealed tactical fine point, otherwise he would have begun immediate action in the centre and on the queen's flank by means of b4 and c5, achieving an opening of lines.

24 ... Ke7 25 Qe2

It seems that Black will lose the g4 pawn, after which White threatens Nh5, while, if opportunity offers, also f4 is unpleasant. However, this move already loses the game. Also here, 25 b4 would be the best continuation.

25 ... h5! 26 Nxb5 Rh8 27 Qxg4

It turns out that, whereas the

Black king has escaped from mortal danger, its White colleague has fallen into trouble. The following temporary sacrifice gives Black a decisive advantage.

27 ... Rxh5! 28 Qxh5 Rh8 29 Bh7 Be4!

Only so. After 29 ... Be8 30 Qh3 Bg6 31 Bxg6 and 32 gxh3, White has two rooks for the queen.
30 f4 Qb2 31 Qxg5+ Bf6 32 Qxf6+ Kxf6 33 Bxe4 Qxa2

And Black has a considerable material advantage, the realisation of which presents no difficulties. Despite prolonged resistance, White nevertheless had to lay down his arms on the 55th move.

The following original and interesting game might serve not only as an example of staunch defence, but sets an example of inventive play by both opponents, who find chances for sharpening the game.

81. Grünfeld Defence

White: **Kotov** (67 n)

Black: **Keres**

(Zürich 1953)

1 c4 Nf6 2 d4 g6 3 Nc3 Bg7 4 g3 d5 5 Bg2

An opening error, which hands over the initiative to Black. Exchanging on d5 is correct.

5 ... dxc4 6 Qa4+ Nfd7! 7 e3

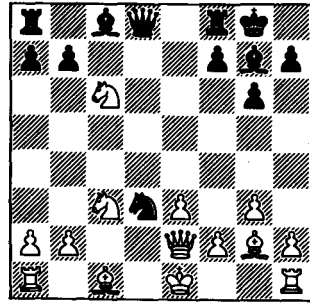
Yet another unfortunate move. He should decide on a pawn sacrifice, by choosing the sharper 6

Nf3 Nc6 7 0-0 Nb6 8 Qc2.

7 ... 0-0 8 Qxc4 c5 9 Nf3 cxd4 10 Nxd4 Ne5 11 Qe2 Nbc6

Leading to interesting complications. Black could also realise his advantage in development by 11 ... Bg4 12 Qd2 Nbc6.

12 Nxc6 Nd3+



An obvious check which allows White in the end to save himself in a very difficult endgame. More chances remained with 12 ... bxc6, intending to create very strong pressure, in the middlegame, on the open b-file and diagonals.

13 Kd2!

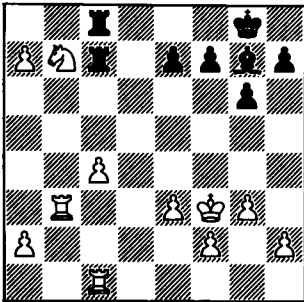
An original escape. The following mass exchanges are forced.

13 ... Nxc1+ 14 Nxd8 Nxe2 15 Nxb7 Nxc3 16 bxc3 Be6

D. Bronstein, in his commentary to this move, writes in the tournament book "This is the sort of position in which White is lost, despite being a pawn ahead. His minor pieces are disconnected, the c3 pawn weak and the rooks subject to attack by the harmonious action of the Black bishops. The correct move for Black now is 16 ... Bf5!,

in order to not allow White's rooks onto the b-file, nor allow him to double on the c-file; he would also be threatening at the same time, at the first convenient opportunity, to give a check from d8 and force the king away from the pawn. White cannot do without the move e4, which closes in his own bishop and facilitates the opponent's operations. After the move in the game, Kotov keeps his balance with amazing skill; for a long time he does not allow his hopelessly sick pawn to die and leads the game to an approximately equal position."

17 Rhc1 Rac8 18 Rc2 Rc7 19 Rac1 Bf5 20 Rb2 Rd7+ 21 Ke2 Rc8 22 Rb3 Bg4+ 23 Bf3 Bxf3+ 24 Kxf3 Rdc7 25 c4!



25 ... Rxc4 26 Rxc4 Rxc4 27 Ra3 h5 28 Rxa7

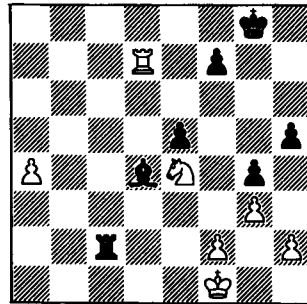
Unfortunately, it is not possible to prevent 28 ... g5 with the move 28 h4, since in this case 28 ... Rc7 29 Rxa7 Kh7! leads to an immediate draw - 30 a4 Bc3!

28 ... g5 29 Na5 Rc2 30 Nb3 g4+ 31 Kg2 e6 32 a4 Bh6 33

Kf1 Rb2 34 Rb7 Rb1+ 35 Kg2 Rb2 36 Kf1 Rb1+ 37 Kg2 Rb2 38 Nc5

The excitement of time-trouble. He should have agreed a draw. The loss of the very important e3 pawn once again places White in a critical position.

38 ... Rc2 39 Ne4 Bxe3 40 Kf1 Bd4 41 Rd7 e5



White's position is critical - there is no apparent defence against the threat ... f5 with the fall of the White pawns on the king's flank. And once again White finds a deeply concealed possibility to save the game.

42 Rd8+! Kg7 43 Rd6!!

"The beauty of this move is revealed in the basic variation 43 ... f5 44 Rd7+ Kf8 45 Nf6 Rxf2+ 46 Ke1. It is not only the present move which deserves an exclamation mark, but also the previous one, with which White lured the king to the second rank. If White were to play 42 Rd6 at once (with the king on g8), then Black would continue ... f5 and win after 43 Rd8+ Kf7! However, if the Black

king now tries to pass through f7, in order to avoid perpetual check, then the f5 pawn is lost: 43 ... f5 44 Rd7+ Kg6 45 Rd6+ Kf7? 46 Rf6+ and Rxf5. For the practical carrying out of his plan, White exploits the fact that the f7 square is occupied by a pawn.

After White has got through a very dangerous ordeal alright, the rest is not so terrible for him; he gives up the a-pawn, captures the h-pawn and achieves a draw." (D.

Bronstein in *The International Grandmaster Tournament*)

43 ... Ra2 44 a5 Rxa5 45 Nf6 Kf8 46 Nxh5 Ke7 47 Rc6 f5 48 Ng7 e4 49 Rc7+ Kf6 50 Nh5+ Ke5 51 Rc2

All the danger for White is past, and the game is quickly concluded with peace.

51 ... Ra1+ 52 Kg2 Ra3 53 Nf4 Rf3 54 h3 gxh3+ 55 Nxh3 Ra3 56 Nf4 Kf6 57 Rc6+ Ke7 58 Rc4 Ba7 ½:½

9: The Manoeuvring Struggle

When the position is approximately equal, there is no question of either attack or defence. Here one must manoeuvre, and only later go over to an attack. But again we will not talk much about the theory of the manoeuvring struggle, which one can read about in the second book about the chess legacy of Alekhine. At the present moment, we will simply look at a few games, where different methods of the manoeuvring struggle are applied in practice.

The manoeuvres will be forcing and non-forcing. The reader will find, in the following examples, both kinds of manoeuvres. Those who want to persist in studying chess, must pay serious attention to this area of the struggle, for the ability to manoeuvre is one of the most important qualities of the chess master and it is necessary to study this skill regularly.

Here is a game where White, with original manoeuvres involving a pawn sacrifice, achieves a considerable positional advantage, leading later to material gain.

82. Grünfeld Defence

White: **Kotov** (62 a)
Black: **Boleslavsky**
(Parnu 1947)

1 d4 Nf6 2 g3 g6 3 Bg2 d5 4 c4 Bg7 5 cxd5 Nxd5 6 Nf3 0-0 7 0-0 c5 8 dxc5 Na6

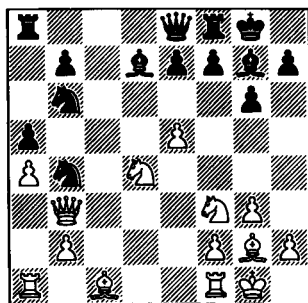
A position well known in opening theory. White has played the opening of the game rather passively and cannot reckon on obtaining an advantage. The following manoeuvres of both sides have the aim of strengthening the positions of their pieces as much as possible.

9 Nbd2 Nxc5 10 Nb3 Na4 11

Nbd4 Bd7 12 Qb3 Nab6 13 a4

The beginning of an interesting manoeuvre, linked to a positional sacrifice of a pawn. Black's reply is forced, in view of the strong threat **14 a5**.

13 ... a5 14 e4 Nb4 15 e5 Qe8



Black is overly confident in the solidity of his position and wrongly pursues the a-pawn. By playing a preliminary **15 ... e6**, Black would avoid the opening of his king's

position, and together with this would retain the important bishop g7.

16 e6! Bxa4 17 exf7+ Rxf7

Better was 17 ... Qxf7 18 Qe6 Bc6 19 Ng5 Qxe6 20 Ndx6 Rf6, since it is easier for Black to defend the weaknesses in his position without the queens.

18 Qe6 Ra6 19 Ne5 Bxe5 20 Qxe5 Nc6 21 Qc5 Nd7

Black furthermore gives up also the bishop a4, which he should retain by 21 ... Nxd4 22 Qxd4 Bc6.

22 Qa3! Nxd4 23 Qxa4 Nf3+ 24 Bxf3

Linked to concrete variations. The other way of playing - 24 Kh1 - was, perhaps, more reliable.

24 ... Rxf3 25 Bf4 Nf6

Very quickly to the help of the surrounded rook f3.

26 Qc4+ e6 27 Kg2 Rc6

Leading by force to the loss of a pawn. If 27 ... b5, then 28 Qd4 Qa8 29 Kg1, and all of Black's pieces are badly placed.

28 Qd4 e5 29 Bxe5 Rf5 30 Rxa5 b6 31 Rb5 Nd7 32 Bh8

An inaccurate realisation of the advantage. 32 Rd5! Rxe5 33 Rxd7 Rc8 34 Ra1 and then 35 Raa7 is quickly decisive.

32 ... Rf7 33 Qd5

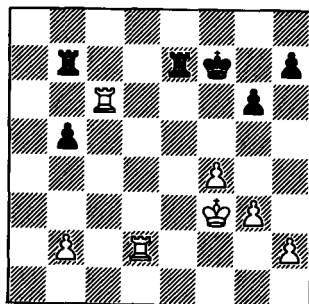
Yet another inaccuracy. Also now, 33 Rd5 would decide the outcome of the struggle.

33 ... Nf6 34 Bxf6 Rxf6 35 Rb3 Qc6

It is in Black's favour to

exchange queens, since the White king is in comparative safety, whereas Black's is exposed and the White pieces can attack it.

36 Rd3 Qxd5 37 Rxd5 Kg7 38 f4 Rc6 39 Rf2 Re7 40 Rfd2 Rcc7 41 Rd6 Rb7 42 Kf3 Kf7 43 Rc6 b5



The endgame is won for White, though it is not easy. But all the same, it was not necessary to advance the pawn, since the nearer it is to the White king, the easier it is to win it.

44 Rd5 b4 45 Rd4 Rb8 46 Rcc4 b3 47 Rb4 Reb7 48 Rxb7+ Rxb7 49 h3 Kf6 50 Ke3 Rb6 51 Kd3 h5 52 Rd5!

Preventing the threat of ... h4, which could be unpleasant in the future, and preparing to advance his own pawn to h4.

52 ... Ke6 53 Re5+ Kf6 54 h4 Rb8 55 Kc4 Rb6 56 Re3

The b3 pawn falls, after which resistance is useless.

56 ... Kf5 57 Rxb3 Rc6+ 58 Kd4 Rd6+ 59 Kc4 Rc6+ 60 Kd3 Kg4 61 Kd2 Rd6+ 62 Rd3 Rb6

Or 62 ... Rxd3+ 63 Kxd3 Kxg3

64 Ke3 Kxh4 65 Kf3 and White wins.

63 Kc3 Rc6+ 64 Kd4 Rb6 65 b3 Rb8 66 Ke5 Rb6 67 Rc3 Kh3 68 Kd5 Rb8 69 Ke6 1:0

Another example of manoeuvres in a balanced position.

'83. King's Indian Defence

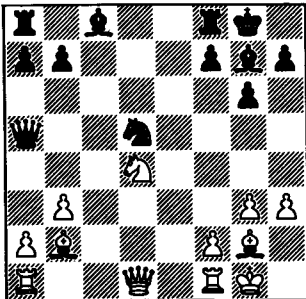
White: **Kotov**

Black: **Bronstein**

14th USSR Championship
(Moscow 1945)

1 d4 Nf6 2 c4 d6 3 Nc3 e5 4 Nf3 Nbd7 5 g3 g6 6 Bg2 Bg7 7 0-0 0-0 8 e4 c6 9 h3 exd4 10 Nxd4 Nb6

All the moves made are well-known in theory and met many times in practice. Usually Black plays 10 ... Nc5 with a future attack on the d4 and e4 squares. Bronstein's attempt to carry out ... d5 leads to an interesting position. **11 b3 d5 12 cxd5 cxd5 13 exd5 Nbx d5 14 Nxd5 Nxd5 15 Bb2 Qa5**



Black has managed to achieve a

more or less successful position, and it is perhaps possible to assess it as equal. All the same, there is one factor, the faulty deployment of the Black pieces. His bishop c8 has no good square and is forced to limit itself to extreme passivity. White builds his future play around this.

16 Qf3 Rd8 17 Rfd1 h5 18 a3 Qb6 19 Rd2 h4

Not seeing a way to display piece activity, Bronstein tries to break up the enemy's king's flank. White simply pays no attention to the advance of the rook's pawn.

20 Rad1 Nf6 21 Kh2 Re8 22 Re2!

An important method in such a manoeuvring struggle. The Black rook e8 is one of the pieces which is actively placed. Clearly it is White's wish to do away with this active force.

22 ... Rxe2 23 Qxe2 Bd7 24 Qf3 Re8

Bronstein does not like passive defence, and he sacrifices a pawn. Nevertheless, more stubborn was 24 ... Rb8 25 Qf4 hxg3+ 26 fxg3 Re8, though even then, after 27 Rf1, White's pressure on the f-file is unpleasant.

25 Qxb7 Qd6 26 Qf3 Qe5 27 Rd2 hxg3+ 28 fxg3 Qg5 29 Bc1 Ne4 30 Rd1

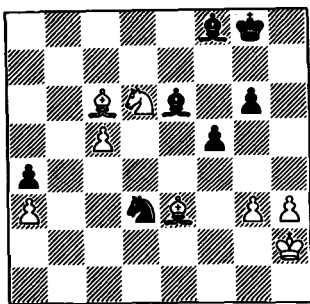
By taking the pawn, White is obliged to "suffer" and suppress the opponent's initiative by stubborn defence.

30 ... Qd5 31 Nc2 Qc6 32 Nb4

Qc8 33 Qd3 Bf5 34 Qc4 Qxc4

It is not easy for Black to avoid the exchange of queens. In the endgame, White has real chances of exploiting his extra passed pawn.

35 bxc4 a5 36 Nc6 Nf2 37 Rd8 Rxd8 38 Nxd8 Nd3 39 Be3 a4 40 c5 Bf8 41 Nb7 Be6 42 Nd6 f5 43 Bc6



Winning a second pawn. Black's attempt to recover them allows White to energetically utilise his passed pawn on the c-file.

43 ... g5 44 Bb5 f4 45 Bd4 Ne1 46 Bc3 Nc2 47 Bxa4 Nxa3 48 gxf4 gxf4 49 Bb4 Nb1 50 Bc2

White's accurate bishop manoeuvre has forced the Black knight to go into an "out of play" position. After this, the advance of the c4 pawn assumes particular strength.

50 ... Ba2 51 c6 Nd2 52 c7 Be6 53 Bxd2 Bxd6 54 Bb3!

An uncomplicated but decisive trick on the pin theme.

54 ... Bxc7 55 Bxe6+ Kg7 56 Kg2 and after a few moves 1:0

In the game with Stahlberg, Black's advantage was determined right in the opening as a result of a multi-move forcing manoeuvre.

84. King's Indian Defence

White: **Stahlberg**

Black: **Kotov**

(Budapest 1950)

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 Nf3 0-0 6 g3?

A serious mistake. The following forcing manoeuvre brings Black a considerable positional advantage. Black's manoeuvre is so threatening and gives him such an appreciable advantage, that it can also be seen how he is punished for an unlawful upsetting of the balance.

6 ... Bg4!

A natural retort, since now 7 Bg2 is not good in view of 7 ... Nfd7 8 h3 Bxf3 9 Bxf3 Nc6 10 Be3 e5!, and Black gains the important d4 square.

7 Be2 Nfd7 8 0-0 Nc6 9 Be3 e5 10 d5

An exchange on e5 is worse, since then the knight establishes itself on d4 with even greater effect.

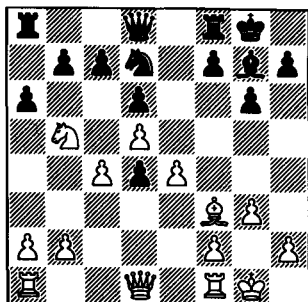
10 ... Bxf3 11 Bxf3 Nd4 12 Bxd4?

A mistake, after which the bishop g7 enters into play with great force. He should wait a little with this exchange by retreating the bishop to g2.

12 ... exd4 13 Nb5 a6!

This is not a sacrifice of a pawn,

since Black restores material equality at once. The opening of the a1-h8 diagonal allows Black to achieve a solid positional advantage.



14 Nxd4 Qf6 15 Nc2

After 15 Nb3 Qxb2 16 Qc1, Black retains a great advantage in view of the threat ... a5-a4. He could, after 16 Qc1, also force the better ending by means of 16 ... Ne5 17 Qxb2 Nxf3+ 18 Kg2 Bxb2 19 Rb1 Nh4+.

15 ... Qxb2 16 Qc1 Qc3 17 Bg2 Nc5 18 Rb1 Qxc4 19 Nb4 Qxc1 20 Rfxc1 Rae8 21 Nc2 f5!

An excellent break. The rook on the second rank, supported by the black-squared bishop, carries out enormous demolition work.

22 exf5 Re2 23 Ne3 Rxa2 24 Bh3 Bd4!

A very simple and clear continuation. With the threat 25 ... Bxe3, Black forces exchanges, after which the advance of the queen's-side pawns is quickly decisive.

25 Rc2 Rxc2 26 Nxc2 Bc3 27 fxf6 hxf6 28 f4 b5 29 Bf1 b4 30 Bc4 a5 31 Kf2 Ne4+! 0:1

In the concluding section we look at a game in which White seizes the initiative with a series of deep manoeuvres.

85. Nimzo-Indian Defence

White: **Kotov** (70%)

Black: **Szabo**

(Moscow-Budapest match 1949)

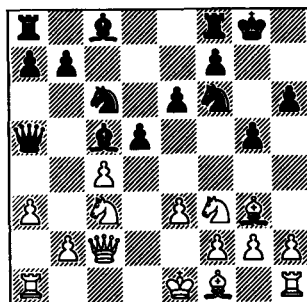
1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 Qc2 c5 5 dxc5 Nc6 6 Nf3 0-0 7 a3 Bxc5 8 Bg5

A sharp continuation, but only by playing like this can White think about seizing the initiative. In the event of the careful 8 e3, Black carries out ... d5 without difficulty and fully equalises the game.

8 ... h6 9 Bh4 g5

A reckless continuation, evoked by the desire to play for the win at all costs. The quiet 9 ... Be7, followed by ... b6, ... Bb7 and ... d5 was more appropriate here.

10 Bg3 d5 11 e3 Qa5?



After this fresh mistake, Black's position becomes very difficult. Szabo explained afterwards that he

had overlooked White's reply. 11 ... Qe7 would still have given Black an acceptable position.

12 Nd2!

The first fine manoeuvre. In view of the threat 13 Nb3 Qb6 14 Na4, Black is forced to run back with the queen.

12 ... Qd8 13 0-0-0 Qe7 14 Nb3 Rd8 15 Nb5!

The second deep thrust of the knight.

This move is not very easy to find. The basis of it lies in the following general considerations. The White king cannot feel safe while the bishop c8 is preserved. In the event of an opening of the position, this bishop could create dangerous threats on the white squares. Therefore he must exchange the bishop c8 for the knight and thereby secure for himself full domination of the white squares.

15 ... b6 16 Nc7 Rb8 17 cxd5 exd5 18 Na6! Bxa6

He has to give up the white squared bishop. In the event of 18 ... Rb7 19 Naxc5 bxc5 20 Nxc5 Rb6 21 Na4, White remains the exchange ahead.

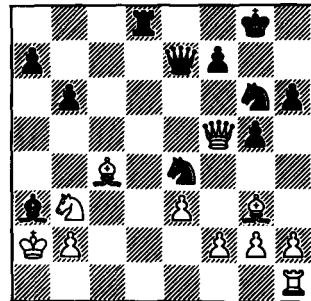
19 Bxa6 Ra8 20 Kb1

Having secured himself against the threat of ... Bf5, White hides his king even more and only after that begins a decisive attack.

20 ... Ne5 21 Qf5 Ng6 22 Ka2 Ne4

Black's position is difficult. This is why Szabo begins a complicated combination with hopes of perpetual check. However, he does not take into account the important manoeuvre of the White bishop.

23 Rxd5 Rxd5 24 Qxd5 Rd8 25 Qf5 Bxa3 26 Bc4!



An important intermediate move. Black must retreat the knight g6, so as to defend the f7 square.

26 ... Nh8 27 bxa3 Nc3+ 28 Kb2 Na4+ 29 Kb1 b5 30 Bxb5!

He must play accurately to the end. After 30 Bd3 Ng6 31 Bc2? Qxa3 32 Be5 Nxe5 33 Qxe5 Rc8, he could still lose the game.

30 ... Qxa3

30 ... Rd5 does not help, because of 31 Qc8+.

31 Bxa4 Qxa4 32 Kb2 Qb4 33 Rc1 a5 34 Rc8 1:0

10: Simple Positions

Frequently, on the board, queens are exchanged but nearly all the other pieces remain. In this case the game at once assumes a dual character: on the one hand, the sharp middlegame disappears, on the other, the endgame has still not ensued. Great skill is required from the player to correctly bring out all the possibilities, to take into account the features of the given position. At times one should boldly hurl the king into the middle of the board, at times in such positions, as in a very sharp middlegame, it is necessary to hide the king away.

In the book on Alekhine we called such positions “simple”, mentioning at the same time that they are far from simple and require great skill from the player. Just as in the cited book, we will also now distinguish positions of two types: 1. Positions of an endgame type and 2. Combinational positions. The reader should understand the difference between these two aspects; the first - those positions, close to an endgame, and in which the king plays an active role; the second - those where it is necessary to take care of the safety of the king, and in which the king might be subjected to strong combinational blows.

Positions of an Endgame Type

86. *Nimzo-Indian Defence*

White: **Kotov**

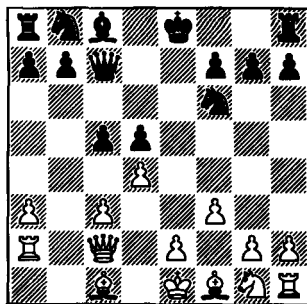
Black: **Pachman**

(Stockholm 1948)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 Qc2 d5 5 cxd5 exd5 6 a3 Bxc3+ 7 bxc3 c5 8 f3 Qc7

Black is afraid of the pin 9 Bg5 and wants to force White to assent to an exchange of queens. But he does not take into account that in the simple position which is obtained, he has fewer chances of defence.

9 Ra2!



It was not easy for White to find this original move. White had to foresee that, after the exchange of

queens, his lag in development can easily be overcome and his solid positional advantage will tell.

9 ... cxd4?

How strange it should be that the exchange of queens here is a serious mistake. The strongest move, apparently, was 9 ... h6!, in order to prevent the development of the bishop to g5. In this case, Black has not bad chances of creating play on the e-file and on the queen's flank by ... Nc6-a5, with control of the c-file and the c4 square.

10 cxd4 Qxc2 11 Rxc2 Nc6 12 e3 Bf5 13 Rb2 0-0

Hoping, after 14 Rxb7 Rfb8, to invade into White's camp and obtain more than sufficient compensation for the pawn which he has given up. However, White has quite a different plan.

14 Bd2!

The bishops begin their convincing action - first of all; any prospects for the knight c6 of a position [a5] are taken away.

14 ... Rfe8 15 Kf2 Re7 16 g4!

The threatening king's side pawns will force back the most important Black defender and the d5 pawn will be left doomed.

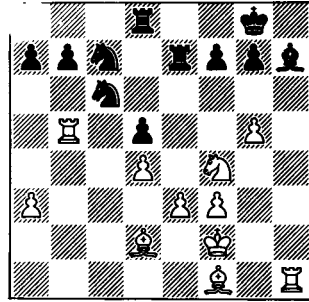
16 ... Bg6 17 h4 h6

Also no better is 17 ... h5 18 g5 Nh7 19 Nh3 Nf8 20 Nf4 Rd8 21 Bh3, after which Black cannot do anything about the mounting threats of the opponent.

18 Nh3 Rd8 19 Nf4 Bh7 20 g5 Ne8 21 Rb5 hxcg5 22 hxcg5 Nc7

If Black were to play 22 ... Red7,

then after 23 Bh3 a6 24 Rb6 Rc7 25 Rc1 arises an amusing position, where Black can only move the rooks and is still in no position to prevent the loss of the d5 pawn after Rc5.



23 Rxb7 Ne6 24 Rxe7 Nxe7 25 Nxe6 fxe6 26 Bb4 Nc6 27 Bc5 Rb8 28 Bh3 Bf5 29 Bxf5 exf5 30 g6!

An accurate realisation of the advantage. The convincing 31 Rh5 and 32 Rxf5 is threatened, with a direct threat of mate on f8. Black's attempt to save himself in a rook ending only prolongs the game for a short space of time.

30 ... Rc8 31 Rh5 Ne5 32 dxe5 Rxc5 33 Rxf5 Rc2+ 34 Kg3 Rc6 35 Rg5 Rc3

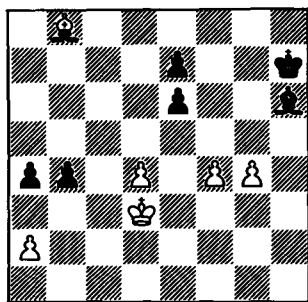
The extra pawn and bad position of the Black king gives White an uncomplicated win.

36 Kf4 Rc4+ 37 Kf5 Rc3 38 Ke6 Rxe3 39 Rf5 Rb3 40 Kxd5 Rxa3 41 Rf7

41 e6 would also win.

41 ... Ra5+ 42 Ke6 Ra6+ 43 Kf5 Ra5 44 Rc7 1:0

Without this exchange, White wins in the following way: first, he exchanges the pawns on the queen's flank, then transfers the king to e4, and, with the threat of f5, forces an exchange on f4, after which the win is achieved as indicated in the following note.
41 exf4 1:0



An original position. White places the bishop on e5, exchanges the pawns on the queen's flank and transfers the king to d7. The Black king must go to f7, after which the move g5 leads to a total zugzwang.

88. Grünfeld Defence

White: **Kotov** (72)

Black: **Novotelnov**

Chigorin Memorial Tournament
(Moscow 1947)

1 d4 Nf6 2 c4 g6 3 Nc3 d5 4 Bf4 Bg7 5 e3 0-0 6 Qb3 c6 7 Nf3 Qa5

One of the methods of play, giving Black approximate equality of position.

8 Nd2 Nbd7 9 Be2 Nh5

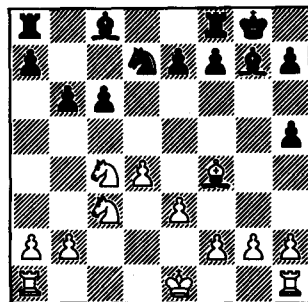
Leading by force to a position

where Black voluntarily spoils his pawns on the king's flank for the advantage of the two bishops.

10 Bxh5 dxc4 11 Qd1 Qxh5!

N. Novotelnov, with this move, strengthens the variation for Black. Up to this time, only 11 ... gxh5 12 Nxc4 Qf5 was met, which is considerably weaker.

12 Qxh5 gxh5 13 Nxc4 b6



The queens are exchanged and White has an excellent pawn formation. In return the Black bishops are highly active. Black's next move is risky; in the event of a quiet mobilisation of forces, 14 ... Ba6, ... Rac8 and ... Rfd8 - he would maintain full equality.

14 Ne4 c5 15 Rd1 cxd4 16 exd4 Nf6 17 Nc3 Rd8 18 Ne3

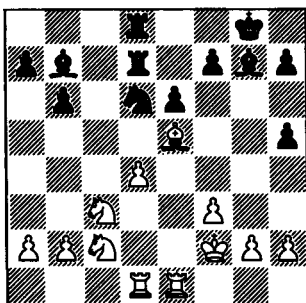
Beginning an interesting struggle for the d5 square. White does everything he can to make it difficult for the opponent to occupy this important blockading square.

18 ... Ba6 19 f3 Rd7 20 Kf2 e6

White has completed the development of his pieces, the Black pieces are also well placed - the game is about even. As usual in

equal positions, manoeuvres by both sides commence, with the aim of creating and exposing weak points in the opponent's position.

21 Be5 Rad8 22 Rhg1 Bb7 23 Rge1 Ne8 24 Nc2 Nd6



Taking away two defensive forces from the d5 square. This allows White to carry out an interesting sacrifice of a pawn.

25 d5 exd5 26 Bxg7 Kxg7 27 Nd4!

The whole game is a good example of correct and mistaken strategy in a complicated blockading game. Whereas Black forgets about the blockade of the d4 pawn, White, by giving up a pawn, firmly blockades the dangerous passed pawn on d5. His piece on the blockading square - the knight d4 - is ideally placed.

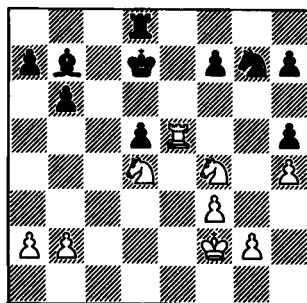
27 ... Kf6 28 Nce2 Nf5 29 Nf4 Ng7

Otherwise the h5 pawn is lost.
30 h4 Re7 31 Rxe7 Kxe7 32 Re1+ Kd7

No better either is 32 ... Kf6, after which mating threats, linked to the move g4, continually hang

over the Black king.

33 Re5!



An important fine point. The move ... f6 is forced and the e6 square is taken away from the knight.

33 ... f6 34 Re2 Rc8 35 Rd2

Beginning a line-up to win the d5 pawn, which Black is not in a position to defend, since furthermore 36 Nb5 is threatened.

35 ... a6 36 Nde2 Ke7 37 Nc3 d4 38 Rxd4 Nf5

Leading to the loss of a pawn, but Black's position is already bad, since his knight was extremely badly placed on g7 and his weaknesses on both flanks are difficult to defend.

39 Rb4 b5 40 a4! Rd8 41 axb5 a5 42 Rc4 Rd2+ 43 Ke1 Rd7 44 Rc5! Ng3

Losing at once is 44 ... Nxh4 45 Rxh5 Ng6 46 Rxh7+.

45 b6!

The most decisive. The b6 pawn is a guarantee of a quick victory. In this situation the capture of the h5 pawn is only a loss of time.

45 ... Kd6 46 Rxa5 Kc6 47 Nfd5

f5 48 b4 Kd6 49 Kf2 Nh1+ 50 Ke3 Rg7 51 Nf4 Re7+ 52 Kd4 Ng3 53 Nb5+ Kc6 54 Na7+ Kd6

54 ... Kxb6 55 Nd5+ Bxd5 56 Nc8+ would lose the exchange.

55 Rc5 Ne2+ 56 Nxe2 Rxe2 57 Rc7 1:0

In the following game, White wins by conducting an interesting attack on both flanks, after the exchange of queens. The White king plays a very active role in this offensive.

89. *Queen's Gambit*

White: **Kotov**

Black: **Katetov**

(Moscow-Prague match 1946)

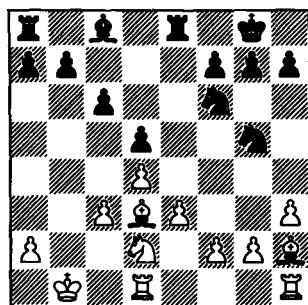
1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 Nf3 Be7 5 cxd5 exd5 6 Bf4 c6 7 Qc2 Nbd7 8 e3 0-0 9 Bd3 Re8 10 h3 Nf8 11 0-0-0

All the moves made by the opponent have long been known in opening theory. White wants to play a sharp position with opposite-sides castling and this arouses the opponent's desire to simplify the game.

11 ... Qa5 12 Kb1 Bb4 13 Nd2 Bxc3 14 Qxc3 Qxc3 15 bxc3 Ne6 16 Bh2 Ng5

Creating a simple position in which White has an undoubted advantage: he has two bishops and the open b-file.

First of all White occupies the open file.



17 Kc2 Nge4 18 Nxe4 Nxe4 19 Rhf1 Bd7 20 Rb1 b6 21 f3 Ng5 22 Kd2

The White king is always ready to defend the weaknesses formed as a result of the reorganisation of the pieces into an attacking column.

22 ... f5 23 a4 Nf7 24 a5 b5

A significant weakening of the black squares, which later becomes the cause of a catastrophe. However, Black already has no other means of defending the b6 pawn.

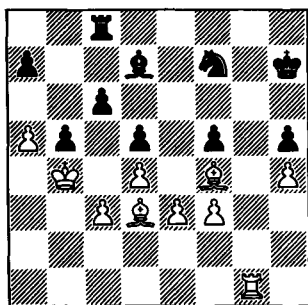
25 Rf2 h5 26 h4 Re7 27 Bf4 g6 28 g4!

A blow on the flank, which has one aim - a swift raid with the White king on the other end of the board. Black must play carefully so as not to draw the murderous fire of the White pieces against his king.

28 ... Kh7 29 gxh5 gxh5 30 Rg2 Rg8 31 Rxc8 Kxc8 32 Kc2 Kh7 33 Rg1 Re8 34 Kb3 Rc8 35 Kb4!

There is only one defence against the breakthrough of the king on c5. White's offensive, begun on the king's flank, was energetically supported by his

own king, delivering the decisive blow on the other end of the board.



35 ... c5+ 36 dxc5 a6 37 e4!

Even the pawn sacrifice has not calmed down the attacking gusto of the White pieces. In a few moves, the White bishops sweep away the weak resistance of the defensive forces.

37 ... dxe4 38 fxe4 Rc6 39 exf5 Rf6 40 Rg6 1:0

Also in the following game, White willingly goes in for a simplification of play, since the presence of open lines and diagonals gives him a dangerous initiative.

90. Nimzo-Indian Defence

White: **Kotov** (77)

Black: **Barcza**

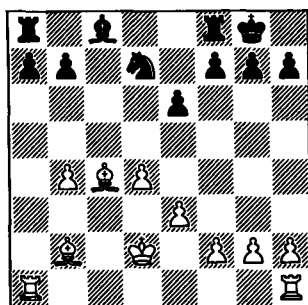
(Moscow-Budapest match 1949)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 a3 Bxc3+ 5 bxc3 c5 6 e3 d5 7 Nf3 0-0 8 Bb2

An unusual move in a well-known theoretical position. Most frequently, 8 Bd3 is played here.
8 ... Qa5 9 Nd2 cxd4

Black rids the opponent of the doubled pawns, just for the sake of a subsequent exchange of queens and simplification of the position. Another line of play, 9 ... Bd7 and 10 ... Ba4, deserves serious examination.

10 cxd4 Nbd7 11 Qb3 Ne4 12 Qb4 Qxb4 13 axb4 Nxd2 14 Kxd2 dxc4 15 Bxc4



The position is simplified. White has two bishops and an open a-file, on which is located a convenient object of attack - the a7 pawn. It is interesting to observe how methodically White exploits the advantage of his position.

15 ... Nb6 16 Bd3 Bd7 17 b5!

Hampering the bishop d7, rooting to its place the a7 pawn, and opening the way for the black-squared bishop.

17 ... Rfc8 18 Rhc1 Rxc1 19 Bxc1 Nd5 20 Ba3 Nc7 21 Rab1 f6 22 Bd6 Ne8 23 Bg3!

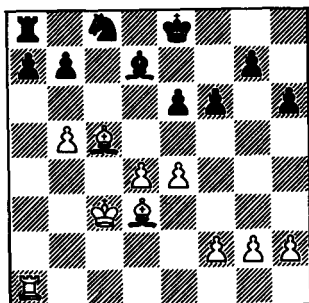
The Black knight has also been thrown back, not having a single move now. White's next task is to make his king more active.

23 ... Kf7 24 Ra1 Ke7 25 Kc3

Nd6 26 Kb4 h6 27 e4 Nc8 28 Bc7 Nd6 19 Bb6! Nc8 30 Bc5+

The vice around Black's position is tightened all the more. His pieces are almost totally without a single move.

30 ... Ke8 31 Kc3!



Zugzwang. Black has no moves, and he decides to drive away the bishop from c5 at the cost of a pawn sacrifice. This already leads the game into a new stage, with the uncomplicated realisation of the material advantage.

31 ... b6 32 Bb4 a5 33 bxa6 Na7 34 Kd2 Bb5 35 f4 Bxd3 36 Kxd3 Nb5 37 Kc4 Nc7 38 a7 Kd7 39 d5!

Black is not in a position to hold back the two passed pawns.

39 ... exd5+ 40 exd5 Rc8 41 d6 1:0

91. Nimzo-Indian Defence

White: **Kotov**

Black: **Florian**

(Moscow-Budapest match 1949)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 c5 5 Bd3 0-0 6 Nf3 d5 7 0-0

Bxc3

Usually Black waits until White has played a3, and only then exchanges on c3. Theory shows that neither the capture on d5 or c5 is terrible for Black, nor the jump of the knight c3 to e2.

8 bxc3 dxc4 9 Bxc4 Qc7 10 Qe2 Nbd7 11 Bb2 b6 12 Nd2 e5

White intends to play 13 f4, creating a threatening pawn centre. The thrust of the e-pawn forces White to reorganise himself.

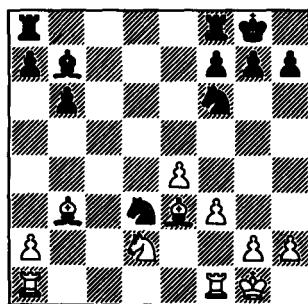
13 f3 Bb7 14 e4 cxd4

A correct decision. Florian intends to carry out some exchanges, exploiting the fact that the White rooks are still not mobilised. On passive tactics, White achieves an overwhelming advantage by means of Rfd1, Rac1 and Nf1-e3-f5.

15 cxd4 exd4 16 Bxd4 Ne5 17 Bb3 Qd6

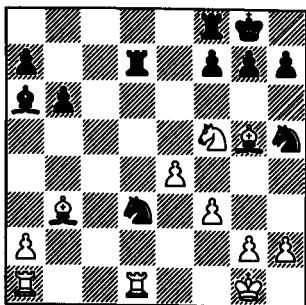
What does White do now? It is not good to play 18 Qe3 Rfd8 (not at once 18 ... Nfg4? 19 fxe4 Nxe4 20 e5!) 19 Bc3 Rac8, while on 18 Bb2 follows 18 ... Nd3 19 Bxf6 Nf4!

18 Be3! Qd3 19 Qxd3 Nxd3



Even though the game is simplified, White nevertheless has an indisputable advantage. His active bishops will soon rake the whole board, whereas the knight establishes itself on the strong post - f5.

20 Nc4! Ba6 21 Nd6 Rad8 22 Nf5 Rd7 23 Bg5 Nh5 24 Rfd1



White has an ideal set-up, but the troublesome knight d3 hampers him. The task is to get rid of it quickly.

24 ... h6 25 Be3 Rfd8 26 Ba4!

Such moves are often more difficult to find than a multi-move forced combination. However, its effect is just as strong as the effect of many sacrifices. Black is now forced to weaken his pawns on the queen's flank.

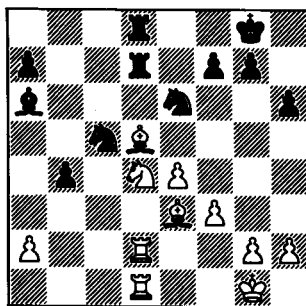
26 ... b5

He has to submit to a new weakening of his position. In the event of 26 ... Rc7 27 Rd2, the pin on the d-file would be dangerous.

27 Bb3 Nhf4 28 Rd2 Ne6 29 Rad1 b4 30 Bd5

The objective is achieved, now Black's pieces must retreat.

30 ... Ndc5 31 Nd4!



The decisive blow. Both 32 Nc6 and 32 Nxe6 fxe6 33 Bxe6+ are threatened. The exchange is forced, but after it the b4 pawn is lost.

31 ... Nxd4 32 Rxd4 Rb8 33 Rb1 Nd3 34 Rb3 Rc7

Desperation, but, after the loss of the b4 pawn, Black's position is equally hopeless.

35 Rbxd3 Bxd3 36 Bf4! 1:0

Combinational Positions

We look now at games, where, despite an early exchange of queens, the king does not feel safe. Here, for example, are games in which the exchange of queens not only does not weaken the tension of the struggle, but rather increases still further the sharpness of the situation.

92. Dutch Defence

White: **Kotov**
Black: **Sokolsky** (755)
Chigorin Memorial Tournament
(Moscow 1947)

**1 d4 e6 2 Nf3 f5 3 g3 Nf6 4 Bg2
Be7 5 0-0 0-0 6 c4 d6 7 b3 Qe8
8 Ba3**

The reader has already seen this system of development in the game Flohr-Kotov. White's last move is out of place, since it allows Black to immediately carry out **8 ... e5!**

**8 ... a5 9 Nc3 Na6 10 Bb2 Qh5
11 a3 c6 12 Na2**

It is hard to blame White for the fact that he allows the following fine sacrifice, leading to a double-edged game. On the other hand, the pawn sacrifice is also the only chance, since White was already threatening, by means of **Nc1-d3**, to prevent for a long time the liberating manoeuvre ... **e5**.

12 ... Ne4 13 Nd2 e5!

A brilliant move. After the pawn sacrifice, the Black bishops obtain open diagonals, the rooks - open files.

**14 Nxe4 fxe4 15 Bxe4 Bg4 16
f3 Bh3 17 Rf2**

White has to play very carefully so as not to fall under attack on the king's flank.

**17 ... exd4 18 Bxd4 Nc5 19 Nc3
Nxe4 20 Nxe4 d5!**

Winning back the sacrificed pawn. Otherwise White was threatening to seize the initiative by **g4** and **Ng3-f5**.

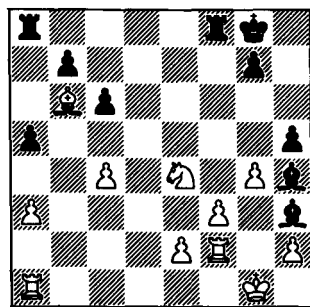
**21 g4! Qf7 22 cxd5 Qxd5 23
Bb6! Qe6**

As shown by the following beautiful combination, this is a mistake. By playing **23 ... Bxg4 24 Qxd5 cxd5 25 fxe4 dxe4 26 Rxf8+ Kxf8**, Black has every basis to count on a drawn outcome to the struggle. Probably, in the heat of battle, A. Sokolsky reckoned on winning, underestimating the hidden possibilities of the position.

24 Qd3! Bh4

"White's position looks difficult, but he finds a brilliant way out" - wrote master P. Romanovsky in the bulletin *The international tournament in memory of M.I. Chigorin*.

25 Qc4 Qxc4 26 bxc4 h5!



The queens are exchanged. It seems that things are excellent for Black after the forced **27 Ng3 hxe4 28 f4 Rae8**. However, clouds are already thickening over Black's position and White finely perceives this. Though there are already only a few pieces on the board, the attack on the Black king develops with enormous force.

27 gxh5! Bxf2+ 28 Kxf2 Be6

Or 28 ... Rae8 29 Nd6 Re6 30 c5, and the a5 and b7 pawns are indefensible.

29 Rg1! Bxc4 30 h6 g6 31 Rxc6+ Kh7 32 Rd6 Rf5 33 h4!

How can he hold back the rampaging White pieces? Black assents to the return of the exchange, but this already does not satisfy the opponent. The threat of 34 Ng5+ is terrible.

33 ... Rg8 34 Be3 Rg6 35 Rd7+

Of course, less convincing was 35 Ng5+ Rfxg5 36 Rd7+ Rg7 37 Rxc7+ Rxc7 38 hxc7 Kxc7. Now follows a concluding study-like "trick".

35 ... Rf7 36 Rd8 Rxh6 37 Bxh6 Kxh6 38 Nd6 Rf4 39 Kg3! 1:0

The game received a special prize "for beauty".

Though in the following game, there also was not a direct attack on the king, all the same it became possible for Black to achieve victory in a simple position, because he succeeded in exploiting the many tactical threats against the enemy king.

93. Sicilian Defence (770)

White: **Smyslov**

Black: **Kotov**

Chigorin Memorial Tournament
(Moscow 1947)

1 e4 c5 2 Nc3 Nc6 3 g3 g6 4 Bg2 Bg7 5 d3 b6 6 f4 Bb7 7 Nf3 e6 8 0-0 Nge7 9 Bd2

Grandmaster Smyslov has fre-

quently played this exact system of development in games against me. It seems to me that in the present encounter Black managed to successfully solve the problem of the opening.

9 ... a6 10 Rb1 d5 11 e5 b5 12 Ne2 Qb6 13 c3 b4

He should hardly deprive himself of any attacking possibilities on the queen's flank. The more elastic 13 ... 0-0 and 14 ... f6 would leave Black with more chances.

14 Qe1 a5 15 c4 Rd8 16 Qf2 dxc4 17 dxc4 Nd4

But this is a serious mistake; he should prepare the possibility of getting to d4 with the other knight - 17 ... Nf5.

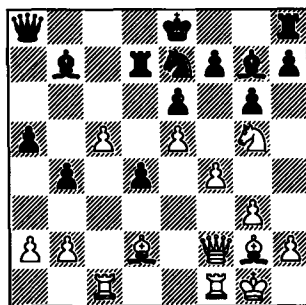
18 Nexd4 cxd4 19 Rbc1!

A brilliant understanding of the position! It is precisely the c4 pawn which threatens to bring Black the maximum unpleasantness.

19 ... Rd7

Simpler was 19 ... Qc5 20 Ng5 Bxg2 21 Qxg2 0-0 22 Ne4 Qc7 and then ... f6.

20 c5 Qd8 21 Ng5 Qa8



22 Bxb7

This critical position was analysed by many commentators.

At first it was pointed out that after 22 c6! Bxc6 23 Rxc6 Nxc6 24 Rc1 Rd5 25 Bxd5 exd5 26 f5 White obtains a crushing attack. Later, in the magazine *Chess in the USSR* N° 11 for 1948, grandmaster David Bronstein contended that after 22 ... Nxc6 23 Ne4 0-0 there was nothing concrete for White to be seen.

However, it is not possible to agree with this, since, after 22 ... Nxc6 23 Ne4 0-0 24 Nc5 Rc7 25 a3 or 25 Nxb7 Qxb7 26 Rc5, the advantage of White, who very soon wins back the pawn, is unquestionable. Thus White would have the advantage with an immediate 22 c6!

22 ... Qxb7 23 Qf3

A positional mistake. Now Black obtains the advantage. True, already now 23 c6 would lead to an unclear position, since Black has the possibility of defending himself by means of an exchange sacrifice: 23 ... Nxc6 24 Ne4 Qb6 25 Nd6+ Rxd6! 26 exd6 Kd7, obtaining two pawns for the exchange, together with a bad White bishop d2.

And yet it was better not to exchange queens, since, after this exchange, numerous weaknesses are exposed in his position.

23 ... Qxf3 24 Rxf3 Nc6 25 Ne4 Ke7 26 g4 h6 27 Rh3 Rd5 28 Kf1 g5

Black carries out a correct advance, without first strengthening

his position as much as possible. He should do this, by transferring the knight to e7 and the king to c6.

29 fxe5 Rxe5 30 Re1

Or 30 gxh6 Rxe4 31 hxg7 Rg8.

30 ... hxe5 31 Rxh8 Bxh8 32 Bxg5+ Kd7 33 Bf4 Rd5 34 Bd6

The unpleasant 34 ... f5 35 gxf5 Rxf5 was threatened.

34 ... d3 35 b3 Rd4 36 Nf2 e5

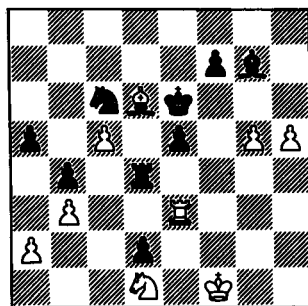
Carelessness. Black easily achieves a decisive advantage by a preliminary transfer of the bishop to f6. The unfortunate move allows White to keep the bishop h8 out of the game for a long time.

37 Re4! Rd5 38 g5 Bg7 39 h4 Ke6 40 Re3 d2 41 Nd1

Here the game was adjourned, and White sealed the move 41 Nd1.

Worse is 41 Ke2 Nd4+ 42 Kd1 Kf5 43 Kxd2 Nxb3+ 44 Kc2 Nd4+ 45 Kc1 a4 with various threats.

41 ... Rd4! 42 h5!



The best move. 42 Re2 is weaker because of the manoeuvre ... Na7-b5-c3, while 42 Ke2 would lose at once because of 42 ... Rxh4 43 Kxd2 f5!

42 ... Kf5 43 Rf3+

Allowing Black to carry out an interesting combination. Better was 43 h6 Bh8 44 Bf8, but even then 44 ... Kxg5 leads to victory.

43 ... Kxg5 44 Rxf7 Bh6!

By giving up the knight c6, Black exploits the power of his passed pawns to the maximum, and combines threats of advancing them to queen with tactical blows against the White king.

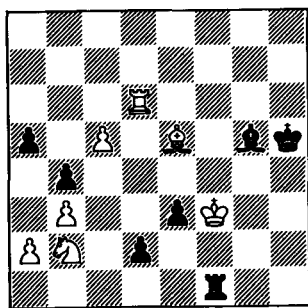
45 Rc7 Re4! 46 Rxc6 Re1+ 47 Kf2 Kxh5 48 Nb2

Also there is no saving himself by 48 Bxe5 Rxe5 49 Rxh6+ Kxh6 50 c6 Re7!

48 ... e4! 49 Be5 e3+ 50 Kf3 Bg5!

Premature was 50 ... e2 51 Rxh6+! Kxh6 52 Bf4+ and 53 Bxd2 might even lead to a loss.

51 Rd6 Rf1+!



Concluding Black's attack. An immediate 51 ... e2 would be mistaken in view of 52 Rxd2 Bxd2 53 Nd3. Now, however, on 52 Ke2, at once decisive is 52 ... Rf2+ 53 Kd1 e2+.

0:1

In the concluding section about simple positions, we look at a game where the Black king falls under an irresistible mating attack by the White pieces, though the queen was not included amongst these.

94. *Tarrasch Defence*

White: **Kotov** (76.4)

Black: **Opocensky**
(Moscow-Prague match 1946)

1 d4 d5 2 c4 e6 3 Nc3 c5 4 cxd5 exd5 5 Nf3 Nc6 6 g3 Nf6 7 Bg2 Be7 8 0-0 Be6

An old move. Today, theory considers best 8 ... 0-0 9 dxc5 d4, sacrificing a pawn for excellent play.

9 dxc5 Bxc5 10 Na4

Theory recommends here 10 Ng5, as a refutation of the move 8 ... Be6. To me personally, this assertion does not seem convincing since Black cannot be afraid of an exchange on e6.

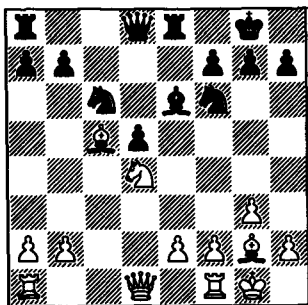
10 ... Be7 11 Be3 0-0 12 Nc5 Bxc5

Black can only be censured for this move. The giving up of the black-squared bishop, while the same bishop is retained by White, cannot be assessed other than as a positional mistake. The correct way consists of 12 ... Ng4 13 Nxe6 fxe6 14 Bh3 Nxe3 15 Bxe6+ Kh8 16 fxe3 Qb6!, and, despite the loss of the pawn, Black has an excellent position.

13 Bxc5 Re8 14 Nd4!

White must exchange the knight

c6, which defends the central black squares. After this he obtains the possibility of establishing himself on the d4 and c5 squares.



14 ... Ne4 15 Nxc6 bxc6 16 Bd4 Qa5 17 Qc2 Rac8 18 f3! Nd2!

Only so. 18 ... Nd6 19 Qc5! costs a pawn. Also bad was 18 ... c5 19 Bxg7 Kxg7 20 fxe4 d4 21 Qc1, with an attack for White.

19 Rfd1 Nc4 20 b3 Nb6 21 Qc5 Qa6

Rightly avoiding the exchange of queens, after which it is considerably more difficult for Black to defend his weaknesses on the queen's flank. With queens, White must be attentive and not allow operations by the enemy pieces against his insufficiently defended king.

22 Bf1 Qb7 23 e3 Rc7 24 Qa5 f6 25 Rac1 Nd7 26 Rc3 Ne5 27 Kf2 h5 28 Rdc1

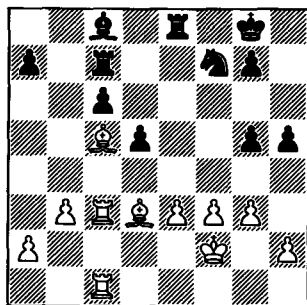
A capture on f3, followed by ... Bg4+, was threatened.

28 ... Bd7 29 Ba6 Qb8 30 Bc5 Nf7 31 Qb4 Qd8 32 Qd4 Bc8 33 Be2 Qd7 34 Qh4!

After lengthy manoeuvring,

White finally finds a way of exchanging queens.

34 ... Qf5 35 Bd3 Qg5 36 Qxg5 fxg5



Creating a simple position. In it the White bishops dominate the whole board. After some preparatory manoeuvres, White begins a decisive storm on the king's flank.

37 Bg6 h4 38 g4 Re6 39 Bb1 Rf6 40 Bd4 Rd6 41 b4 Ba6

Giving up the a7 pawn in order to activate the bishop c8. White's little digression against this pawn does not play any role at all in the conduct of his integral plan of attack on the king.

42 Ra3 Bc4 43 Bxa7 Rb7 44 Bc5 Rd8 45 f4!

The signal for the storm.

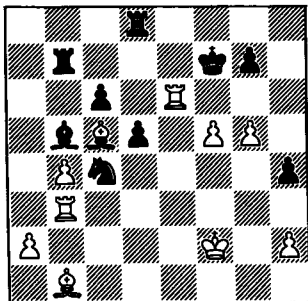
45 ... gxf4 46 exf4 Bb5

A beautiful variation is obtained after 46 ... g5 47 Re3 gxf4 48 Re6 Ng5 49 Rg6+ Rg7 50 Rxc5! Rxc5 51 Be7!, winning a piece.

47 Rd1! Nd6 48 Re3 Nc4 49 Re6 Nb2 50 Rd2 Kf7!

On an immediate 50 ... Nc4 follows 51 Rde2, threatening mate by 52 Re8+ Rxe8 53 Rxe8+ Kf7

54 Rf8+ and 55 Bf5 mate.
51 f5 Nc4 52 Rd3 Nb2 53 Rb3
Nc4 54 g5!



Beginning a concluding mating attack. Though Black can achieve opposite coloured bishops, after 54 ... Nd2 55 g6+ Kg8 56 Rbe3 Ne4+ 57 Bxe4 dxe4 58 R3xe4, his position is hopeless in view of the threats on the 7th and 8th ranks.

54 ... Rbb8 55 Re7+ Kf8 56 f6 gxf6 57 gxf6 1:0

He can only defend himself against the mate 58 Rh7+ Kg8 59 f7, by playing 57 ... Nd6, but then 58 Re6 wins a piece.

11: The Endgame

We come to the concluding stage of the chess game - the endgame. The author would like to show the reader some endgames which he has played. There are not many of them, therefore it will be difficult to look at all possible aspects of chess endings. For economy of space we will show, as a rule, only the concluding moves of the game, and only when all the game presents considerable interest will we feature the whole of it.

Endgames with Heavy Pieces

In these endgames, which, owing to the specific character of heavy pieces, still retain elements of the middlegame, factors for victory might be the following advantages (excluding, of course, material advantage):

- 1) Position of the king - securing the position of one's own and exposing the position of the opponent's king.
- 2) The presence of passed pawns.

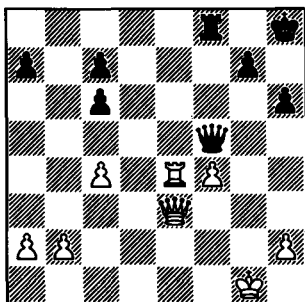
In the game against Polyak I succeeded in exploiting the bad position of the enemy king.

95. Game Ending

White: **A. Polyak**

Black: **Kotov**

(Moscow Championship 1935)



In the diagrammed position, Black has an unquestionable advantage. White has weak pawns on the king's flank, and, mainly, his king is exposed. It is interesting to observe how Black exploits this last circumstance.

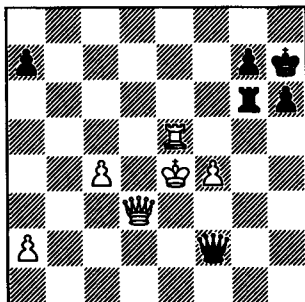
27 Qd4 c5 28 Qe5 Qg4+ 29 Kf2 Qh4+ 30 Kg2 Rf6 31 Qxc5 Qg4+ 32 Kf2 Qh3!

Practice shows that, in endings of this kind, very often it is not checks that are the most terrible, but the quiet moves. Now the important h2 pawn is lost, and with it also the b2 pawn.

33 Qxc7 Qxh2+ 34 Ke3 Qxb2 35 Qd8+ Kh7 36 Qd3 Qb6+ 37 Ke2 Rg6!

This voluntary pin of the rook is the only way to win. From the g6 square, the rook gets ready to throw itself into very zealous pursuit of the White king; White must be attentive and “not untie the hands” of the rook g6.

38 Re5 Qb2+ 39 Ke3 Qc1+ 40
Kf3 Qh1+ 41 Ke3 Qg1+ 42
Ke2 Qg2+ 43 Ke3 Qg3+ 44
Ke4 Of2!



Yet another move out of the “quiet” category. The rook gets ready to dart out with enormous force to g3, and White cannot prevent this.

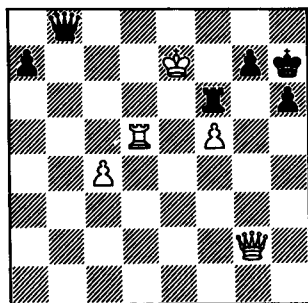
45 a3 Rg3 46 Qb1 Qd2!

Not letting out the White king and threatening “only” mate in three moves 47 ... Re3+, 48 ... Qd7+ and 49 ... Qxe6 mate.

47 Kf5 Qd6! 48 Ke4 Rxa3 49 Rd5 Qg6+ 50 f5 Qg4+ 51 Ke5 Qg3+ 52 Ke6 Qe3+ 53 Kd7

The king usually takes a walk like this before an impending death.

**53 ... Rb3 54 Qc2 Rb7+ 55 Kc8
Rf7 56 Qg2 Rf8+ 57 Kd7 Qe8+
58 Kd6 Qb8+ 59 Ke7 Rf6!**



The end! The threat 60 ...
Qf8+ is irresistible.

60 Qe4 Qf8+ 61 Kd7 Rf7+ 62 Kc6 Qc8+ 63 Kb5 Rb7+ 0:1

After 64 Ka5 Qc7+ 65 Ka4 Qc6+ the White king is mated.

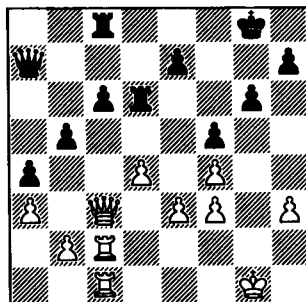
One more example of the exploitation of mating motifs in an ending with heavy pieces.

96. Game Ending

White: **Kotov**

Black; Flohr

(Groningen 1946)



In the diagrammed position, White has two advantages: the open c-file and, what becomes clear later, the possibility of

exploiting the insufficiently defended position of the Black king. White's plan of play is simple - he must pin down the Black pieces as much as possible to the defence of the queen's flank and then deliver a decisive blow to the Black king.

28 Qb4 Qd7 29 h4!

This infantryman is already prepared to deliver a deadly bayonet attack to the Black king's bastion.

29 ... Kf7 30 Rc5 Rd5 31 Kf2 Qe6 32 Qc3 Rxc5 33 Qxc5 Qb3

34 Rc2 e6

The only possibility of preventing the move 35 d5. The pawn move exposes the Black king still further and allows White to begin a decisive operation.

35 Qa7+ Kg8 36 Re2 Qd5 37 Qe7 c5 38 h5!

Decisive. There is only one defence against the threat of 39 h6, since 38 ... gxh5 39 Kg1! loses. **38 ... Qd8 39 Qxe6+ Kg7 40 Qe5+ 1:0**

Knight Endgames

The profound definition of M.Botvinnik: "the knight ending - this is a pawn ending" - reveals the essence of this sort of ending. Just as in a pawn ending, here the distant passed pawn plays an important role, here also there is a great role for zugzwang. Besides these specific factors, in knight endings also the usual positional advantages are important: the better pawn position, space advantage, active deployment of pieces. The reader will see from the notes some peculiarities of knight endings.

There is an original end to the following game, where the knights of both sides take a walk on an almost empty board.

97. Game Ending

White: **Sergeev**

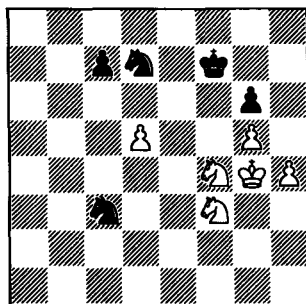
Black: **Kotov**

(Moscow Championship 1935)

See diagram opposite

58 h5 gxh5 59 Kf5!

The g5 pawn becomes extremely dangerous. Supported by two



knight and a king, it threatens to rush through quickly to queen.

59 ... Nf8 60 Nh4 Kg8 61 Ke5 Kf7 62 Kd4 Na4 63 Nxb5 c6

Black's task is simple - to give up his two knights for White's two pawns. However it is not so easy to accomplish this.

64 dxc6 Ne6+ 65 Ke5 Nxc5

It seems to be on the point of a draw. However, despite the scantiness of the remaining material, the position is still full of fire.

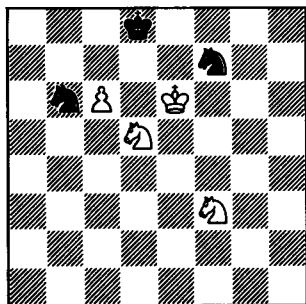
66 Nf4 Ke7 67 Nd5+ Kd8 68 Nf3!

"Here is a study for you to solve!" my good-natured opponent said to me, with a smile, when energetically making the knight move. The conditions of play in those days were not so formal as now, and we sometimes allowed ourselves to exchange a few words.

68 ... Nf7+

It is, of course, not possible to take the knight - after 69 Kd6, the c6 pawn is irrepressible.

69 Ke6 Nb6!!



"And here is a study in return" I countered, in making this beautiful knight move. The whole of Black's cavalry perishes, in return for which the king "itself" succeeds in doing away with the daring infan-

tryman on c6.

70 Ne7

After 70 Nxb6 Kc7, the draw is obvious.

70 ... Ke8 71 c7 Nd8+ 72 Kd6 Nc4+ 73 Kd5 Kxe7 ½:½

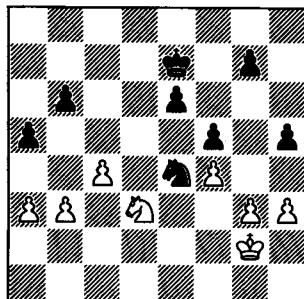
Some interesting complications occurred in the following knight ending.

98. Game Ending

White: **Kotov**

Black: **Reshevsky**

Candidates Tournament
(Zürich 1953)



The game is approximately equal and play unfolded thus:

49 b4 Kd6 50 Ne5 a4

The American grandmaster tries to win at all costs. By fixing the a3 pawn, he intends to shortly do away with it, overlooking the fact that the knight on a3 falls into a dangerous position. The exchange on b4 would most likely lead the game to a draw.

51 Kf3 g5

Preparing the threatening 52 ... g4+, after which the White king is thrust back to g2 and the voyage

of the Black knight to the a3 pawn becomes safe. Reshevsky's plan is demolished, however, by the following surprising move.

52 Ke3!

D.Bronstein writes in the tournament book about this move:

"A very beautiful move. And here are the variations, the first of which is very much like a novel.

1) 52 ... Nc3 - hunting the a3 pawn - 53 Kd3 Nb1 54 Kc2 Nxa3+ 55 Kb2. The knight perishes, but a breakthrough occurs on the other side, 55 ... h4 56 Kxa3 hxc3, and if the knight e5 hurries to help - 57 Nf3?, then 57 ... gxf4 and the formation of pawns e6,f5,f4,g3 is free to roll on to the first rank. But the knight can jump in a roundabout way - 57 Nf7+! and, after 58 Ng5-f3, the g2 pawn is held up at the very threshold.

2) 52 ... Nxc3 53 Nf7+ Ke7 54 Nxc3, and once again the Black knight is in a quagmire.

The persistent Reshevsky, all the same, finds a way to get through to the a3 pawn."

52 ... g4 53 hxc3 hxc3 54 Nxc3 Nc3 55 Ne5 Nb1 56 Kd3 Nxa3 57 b5

Only so. The hasty 57 Kc3? led to a draw after 57 ... b5 and the knight jumps out of the ambush. **57 ... Nxb5 58 cxb5 Kc5 59 Nf3 Kxb5 60 Nd4+**

The struggle of the knight against the two pawns is not difficult, since the White king is close to the Black passed pawns.

60 ... Kb4 61 Kc2 e5 62 fxe5 Kc5 63 e6 Kd6 64 Kc3 b5 65 Kb4 Ke7 66 Kc5 a3 67 Kd5 1:0

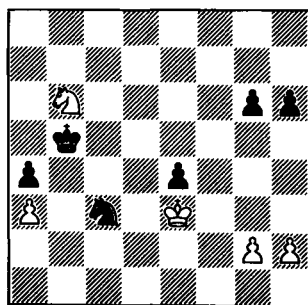
If, in the previous game, the knight easily dealt with the opponent's two pawns, then, in the following game, even Black's "clear" extra knight is no help, since his king is far away from his own infantry.

99. Game Ending

White: **Kotov**

Black: **Bondarevsky**

(Moscow Championship 1946)



White's position seems hopeless, in view of the loss of the a3 pawn. And yet White can save himself with the help of a surprising and beautiful knight sacrifice.

47 Nxa4! Kxa4

Taking with the knight leads to an obvious draw after 48 Kxe4, with a subsequent capture or exchange of the remaining Black pawns.

48 Kd4 Kb3 49 a4 Kc2

The king hurries to the help of the e4 pawn; however, the enemy

is "on the alert".

50 Ke3!

After 50 a5 Kd2 51 a6 e3, Black wins easily.

50 ... Kd1

"Since nothing can help the e4 pawn, I will do away with the g2 and h2 pawns" - thinks the Black king.

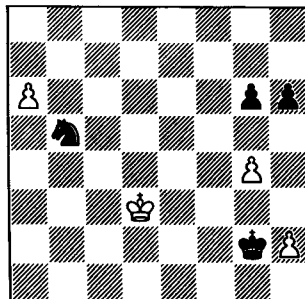
51 a5 Ke1 52 a6 Nb5

It is not difficult to calculate that 52 ... Kf1 53 a7 Nd5+ 54 Kxe4 Nc7 55 g4! Kg2 56 Ke5 Kxh2 57 Kf6! g5 58 Ke7! Kg3 59 Kd7 is in White's favour.

53 g4! Kf1 54 Kxe4 Kg2 55 Kd3!

A deft change of direction. Only via d3 can the king attack the

knight. The whole ending is accurately calculated by White.



55 ... Kf3 56 Kc4 Nc7 57 a7
1/2:1/2

Black must achieve a draw. He does this by giving up the knight on a8 and locking in the White king there.

Endgames with Minor Pieces

Not having the chance to look at all possible combinations of forces in endgames with minor pieces, we limit ourselves to individual questions. In the game against Matulović, I succeeded in realising the extra pawn with the help of an unusual march of the king.

100. Game Ending

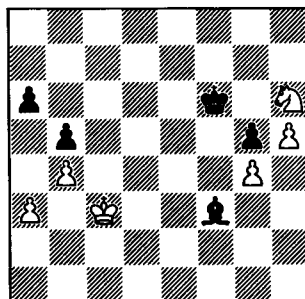
White: **Kotov**

Black: **Matulović**

Match USSR-Yugoslavia
(Zagreb 1958)

In the diagrammed position, White has an extra pawn, though his knight is extremely badly placed. The win is achieved with the help of a "deep raid" with the White king to f8, where it will free

his own knight from captivity.



58 Kd4 Bd1 59 Kd5 Bb3+ 60 Kc6!

This is better than 60 Kd6 Be6, and it is necessary for White to again resort to roundabout manoeuvres.

60 ... Bc2 61 Kd7 Kg7

Not waiting for the slow but inevitable death after the arrival of the king on f8.

62 Nf5+ Kf6

The pawn ending is lost for Black.

Here are the possible variations:

1) 62 ... Bxf5 63 gxf5 g4 64 Ke7 g3 65 f6+ Kh7 66 f7 g2 67 f8(Q) g1(Q) 68 Qf7+ Kh8 69 Qf6+! and White exchanges queens.

2) There is also no saving himself by 63 ... Kf6 64 h6 g4 65 h7 Kg7 66 f6+, and White queens first.

63 h6 Kg6 64 Ke7 Bd1 65 Ne3 Be2 66 h7 Kxh7 67 Kf6 Kg8 68 Kxg5

The rest is clear.

68 ... Kf7 69 Nd5 Bf3 70 Nc7 Bb7 71 Kf5 Bc8+ 72 Ke5 Bxg4 73 Nxa6 Ke7 74 Kd5 Kd7 75 Kc5 Be2 76 Nb8+ Kc7 77 Nc6 Kb7 78 Nd4 1:0

Only some ingenious moves allow White to save the following position.

101. Game Ending

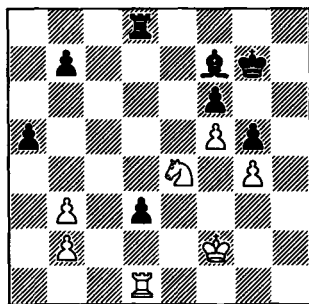
White: **Kotov**

Black: **Johansson**

(Stockholm 1960)

The Black d3 pawn must perish,

but only with an exchange of rooks.



In the struggle of bishop against knight, a decisive role is played by the distant Black a5 pawn. With the following move, White shifts this pawn to the b-file, where it is less dangerous and where the White king reaches very quickly.

46 b4! axb4 47 Ke3 Bc4 48 Nc5 Kf7

49 Rxd3! was threatened with a total exchange of all the pieces.

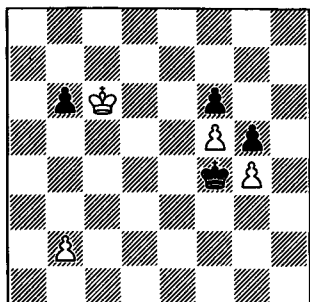
49 Nxd3 Rxd3+

Hoping for victory in the pawn ending. The struggle of bishop against knight with the Black pawn on b4 already makes no sense - White easily copes with the problems of defence, both with rooks and also upon their exchange.

50 Rxd3 Bxd3 51 Kxd3 Ke7 52 Kc4 Kd6 53 Kxb4 Ke5 54 Kc5 b6+! 55 Kc6!

It is not difficult to calculate that 55 Kxb6 leads to a queen ending with an extra pawn for Black. White has a more certain way to the draw.

55 ... Kf4



56 Kd6!

This is simplest. Both sides at the same time push their pawns on to queen, after which there is a draw.

56 ... Kxg4 57 Ke6 Kh3 58 Kxf6 g4 59 Ke6 g3 60 f6 g2 61 f7 g1(Q) 62 f8(Q) Qe3+ 63 Kd7 Qd4+ 64 Kc7 1/2:1/2

We look at one interesting ending with opposite-coloured bishops. This ending was reached from the position given in the diagram, as a result of a complicated combination carried out by Black.

102. Game Ending

White: **R.Byrne**

Black: **Kotov**

USA-USSR Match

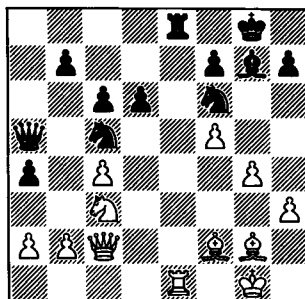
(New York 1954)

21 ... a3! 22 g5 axb2!

Sacrificing a pawn for a powerful passed pawn on b2. The basis of this combination is the "dead" pinned knight c3.

23 gxf6 Rxe1+ 24 Bxe1 Bxf6 25 Qxb2 Nd3

Of course, not 25 ... Na4 26



Qa3.

26 Qe2 Nxe1 27 Qxe1 Bd4+ 28 Kh1 Kf8!

Gaining time for the transfer of the king to the queen's flank.

29 Qd2 Qxc3 30 Qxc3 Bxc3

Despite the opposite coloured bishops, the endgame is won for Black. The winning plan is simple: Black attacks the c4 pawn and creates two connected passed pawns.

31 Bf3 Ke7 32 Kg2 Kf6 33 Bh5 Kxf5 34 Bxf7 Ke4 35 Kf2 Kd3 36 Be6 h6 37 Kf3 Be5 38 Kf2 Bf6 39 Kf3 Bg5 40 Kf2 Bh4+ 41 Kf3 Bg5

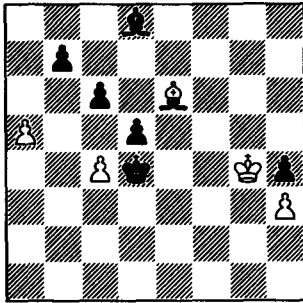
Black does not begin decisive operations until after the time control at the 40th move.

42 Kf2 h5 43 Kg3 h4+

In many variations important, so that the pawn will be defended by the bishop from d8.

44 Kg4 Bd8 45 a4 Kd4 46 a5 d5!

A decisive sacrifice of a pawn. This again confirms the rule that in endgames with opposite-coloured bishops, a positional advantage is very often more important than material.



47 cxd5 c5 48 Bc8 c4!

This is the fine point of Black's play.

The b7 pawn is invulnerable, since on 49 Bxb7, follows 49 ... c3.

49 Kf3 Bxa5 50 Ke2

And again 50 Bxb7 c3 51 Ke2 c2 loses.

50 ... b5 51 d6 b4 52 Kd1 b3

But now White in no way can hold back the two Black pawns.

53 Kc1 Kc3 54 Bf5 Bd8 55 Kb1 Bg5 56 d7 Kb4 57 Bg4 c3 58 Bf5 Kc5!

The king arrives at d2 and sees the c3 pawn through to queen.

0:1

Rook Endings

Endgames with rooks are perhaps the most frequently met in practice. At the same time, they are the most difficult of all endings. A chessplayer's mastery is often confirmed by his ability to play rook endings.

On the theory of rook endings have been written many specialist books and articles, therefore we will not dwell on this question in detail. We will look at a number of endings in which the following factors tell:

- 1) Material advantage
- 2) The presence of passed pawns
- 3) Positional advantage: active pieces, better pawn position

Material Advantage

The following examples will demonstrate to the reader that it is often not easy to realise an extra pawn in a rook ending. Here is an example of what inventiveness is required from White, in order to realise his extra pawn in the simplest position.

103. Game Ending

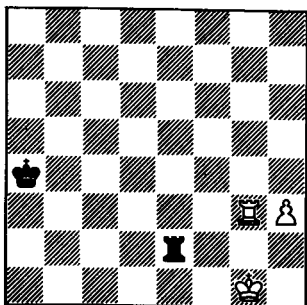
White: **Kotov**

Black: **Grigoriev**

(Moscow 1936)

See diagram next column

The White king is cut off and cannot support the h3 pawn. If



White begins to advance the h3 pawn at once, Black brings the king over and holds up White's passed pawn from the front. There is a surprising way to win.

58 Rg5!!

The Black king, cut off on the lower half of the board, cannot get to the upper part. This allows White to push on the pawn, without being afraid that the enemy king is drawing closer to it.

58 ... Kb4 59 h4 Kc4 60 h5 Kd4 61 h6 Re8 62 h7 Rh8 63 Rh5 Ke4

It seems that Black is now able to prevent his colleague on g1 from going to the aid of its pawn, but there is a little matter of zugzwang.

64 Kg2 Kf4 65 Kh3 Kf3 66 Kh4 Kf4

What is this - still a draw? White sets up the formation which he had thought out long before.

67 Rh6! Kf5 68 Kh5 1:0

He is forced to allow the White king in.

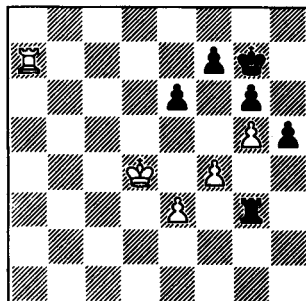
And here is another example of a long torture with an extra pawn.

104. Game Ending

White: **Dubin**

Black: **Kotov**

11th USSR Championship
(Leningrad 1939)



In the diagrammed position, Black tried various ways of realising the extra pawn. Finally, he convinced himself that the only attempt to play for a win in this position consists of an advance of the h5 pawn. Even if he then runs the danger of losing the extra pawn, in return, the opponent's forces are diverted and this gives Black the chance to carry out a decisive opening of the locked position.

87 ... h4 88 Ra1 h3 89 Rh1 f6!

The first undermining move. If White takes on f6 the Black king enters into play after 90 gxf6+ Kxf6 91 Ke4 g5 92 fxg5+ Kxg5.

90 Ke4 Kf7 91 Kd3

On 91 Kd4 could also follow 91 ... e5+! 92 Ke4 fxg5 and further as in the game.

91 ... e5!

The second strong undermining

move.

92 Ke4

No better is either 92 gxf6 exf4, or 92 Ke2 exf4 93 exf4 fxf5 94 fxf5 Ke6, and Black must win.

92 ... fxf5 93 fxf5 Ke6!

White must now let in the Black king or allow the Black rook to get behind his passed pawn. He opts for the second way as being the lesser evil.

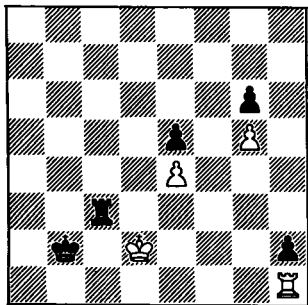
94 Rh2 Rg4+ 95 Kf3 Rh4 96 e4

Not allowing the king to f5, however it finds a long but sure way via the queen's flank.

96 ... Rh5 97 Ke3 Kd6 98 Kd3 Rh4 99 Ke3 Kc5 100 Kd3 Kb4 101 Rb2+ Ka3 102 Rh2 Kb3

Black's simple manoeuvres do not require explanation. White is in zugzwang and forced to give way to the opponent.

103 Rh1 h2 104 Rb1+ Ka2 105 Rh1 Kb2 106 Ke3 Rh3+ 107 Kd2 Rc3!



The simplest and quickest way to decide the game. Black wins the rook.

108 Rf1 Rc2+ 109 Kd3 Rc1 110 Rf2+ Kb3! 111 Rxh2 Rc3+ 0:1

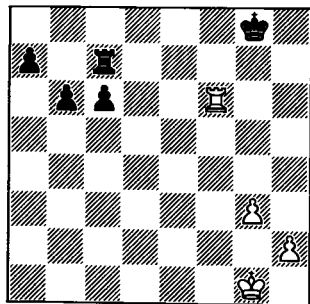
In the following original position, Black also has an extra pawn, though the realisation of it requires a certain skill. White will hold up the Black pawns with the rook from behind and at the same time advance his own dangerous passed pawn. Nevertheless, there is a way to victory.

105. Game Ending

White: **Konstantinopolsky**

Black: **Kotov**

(Baku 1945)



41 Rd6 a5 42 Rd8+ Kf7 43 Ra8!

Black can only advance the c6 pawn, but then the White king will blockade it. The correct method consists of a very quick transfer of the Black king to the queen's flank.

43 ... Ke6! 44 Kf2 c5 45 Ke3 Kd5

Now the king is ready to defend all its own pawns, while the rook is freed for attack from the rear. Konstantinopolsky throws forward his infantry.

46 Rb8 Rc6 47 h4 c4 48 Kd2 Kc5!

Hiding behind the b6 pawn, the

Black king is ready to support the threatening passed pawn c4.

49 h5 Kb4 50 Rg8 b5 51 Rg6 Rc5 52 g4 Kb3

The situation is hopeless for White. The Black rook threatens to break through his rear, where it simultaneously creates mating threats and holds up the White pawns.

53 Re6 c3+ 54 Kc1 Rc4 55 Re5 b4 56 Re1 Rxc4 57 Rh1 Rg2 58 Kb1 Rb2+ 0:1

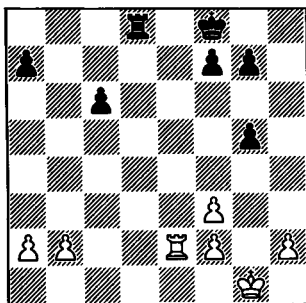
In the following ending, White succeeds in realising his extra pawn only after his opponent makes a mistake.

106. Game Ending

White: **Kotov**

Black: **Levitas**

(Trades Union Championship 1938)



In the diagrammed position, it is difficult at first sight to contend that White has the advantage, but this is, in fact, the case. The Black a7 and c6 pawns are weak, and this gives White the chance to seize the

initiative.

29 Rc2 Rd6 30 b3 Ke7 31 Kg2 Ke6 32 Kg3 f5

A forced move - Black cannot allow the further activation of the White king.

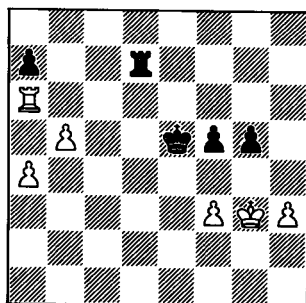
33 h3 g6 34 Rc5 Ke7 35 b4 Ke6 36 a3 Ke7

Black cannot do anything and is forced to await the further development of events.

37 Ra5 Rd7 38 Ra6 Rc7 39 f4!

A powerful blow. Black now has a choice: whether to allow in the White king after 39 ... gxf4+ 40 Kxf4 Kf7 41 Kg5, or to sacrifice a pawn. He chooses the second way, and this decision is correct.

39 ... Kf6! 40 b5 gxf4+ 41 Kxf4 g5+ 42 Kg3 Ke5 43 Rxc6 Rg7 44 Rc5+ Ke6 45 a4 Rd7 46 Rc6+ Ke5 47 f3 Rd4 48 Ra6 Rd7



The manoeuvres of both sides require no commentary. It is extremely difficult to realise White's extra pawn. White selects a plan, consisting of several stages. First of all he must eliminate his own weak pawn on h3.

49 Ra5 Kf6 50 h4 Kg6 51 Ra6+ Kh5 52 hxc5 Kxc5 53 f4+ Kh5

The next stage of playing for the win is to exchange the a4 pawn for the f5 pawn.

54 Kg2 Rd2+ 55 Kf3 Rd7 56 Rf6 Rd3+ 57 Ke2 Rd4 58 Rxf5+ Kg6 59 Rc5 Rxa4

It is worse to take the f4 pawn. Then after 50 Rc6+ Kg5 51 Ra6 Rf7 52 Kd3, the White king gets to the queen's flank.

60 Kf3 Rb4 61 Kg4

Everything that is necessary has been done. Now there remains the main task - to penetrate with the king. However he does not succeed in doing this.

61 ... Kf6 62 Rc6+ Kf7 63 Rc5 Kf6 64 Kf3 Ke6 65 Ke3 Kd6?

A mistake, which makes White's task easy. After the correct 65 ... Kf6, there is no apparent clear way to realise White's extra pawn.

66 Re5!

A typical move. White cuts off the king from the f5 and g5 squares and breaks through there with the king.

66 ... Ra4 67 Kf3 Rb4 68 Kg4 Rb1 69 Kg5 Rb4 70 Kf5 Rc4 71 Re6+ Kd7 72 Ra6 Rc7 73 Kg6 Ke8 74 f5 Rb7 75 f6 Rxb5 76 Rxa7 1:0

The Presence of Passed Pawns

The advantage which a passed pawn confers is quite clear. In a rook endgame, the passed pawn is particularly strong if it is supported

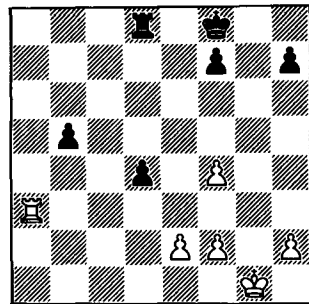
from behind by its own rook. In this case, as the following example shows, the win can be achieved even if the active side is a pawn down.

107. Game Ending

White: **Sajtar**

Black: **Kotov**

(Moscow-Prague Match 1946)



Materially the two sides are equal; however, the presence of a strong passed pawn on b5 gives Black a decisive advantage. Let us observe how consistently Black conducts the final part of the game.

42 ... b4 43 Rd3 Ke7 44 Kf1 Rb8

Giving up a pawn, if only to mobilise the passed b5 pawn.

45 Rxd4 b3 46 Rd1 b2 47 Rb1 Kd6 48 Ke1 Kd5 49 Kd2 Ke4

Here is where the problem is solved. The pawn ending, despite the extra pawn, is lost for White. But, all the same, White cannot avoid the exchange of rooks.

50 Kc2 Kxf4 51 Rxb2 Rxb2+ 52 Kxb2 Kg4 53 Kc3 Kh3 54 Kd4 h5

Only so, otherwise the dangerous h7 pawn will be obliterated. The rest is clear.

55 Ke5 Kxh2 56 Kf6 h4 57 Kxf7 h3 58 f4 Kg3 59 f5 h2 60 f6 h1(Q) 61 Kg8 Qa8+ 62 Kg7 Qa1 0:1

We look at one example, in which the outcome of the struggle in the end is decided by a passed pawn in a rook ending. Since, besides the ending, all the game is interesting, as an exception we give the whole of it.

108. *Queen's Gambit*

White: **Kotov**

Black: **Eliskases** 608
(Stockholm 1952)

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Nbd7 5 e3 c6 6 Qc2 Qa5 7 cxd5 Nxd5 8 e4 Nxc3 9 Bd2 e5

Up to this point, as in the 9th game of the Alekhine-Capablanca match 1927. Alekhine continued 9 ... Qa4. The pawn thrust to e5 is a novelty, specially prepared by grandmaster Eliskases.

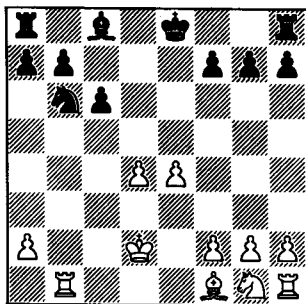
10 bxc3!

This simple retort secures White the considerably better position. The last part of the game is yet another example of play in simple positions.

10 ... exd4 11 cxd4 Bb4 12 Rb1! Bxd2+ 13 Qxd2 Qxd2+ 14 Kxd2 Nb6

Let us evaluate the position. Materially the sides are equal,

neither has any weaknesses, but White has a strong pawn centre, and this guarantees him a small but lasting advantage. The fact that the White king finds itself in the centre of the board is also in White's favour, providing of course that he is attentive and does not allow the opponent to break up his pawn centre and create an attack on the king.



15 Bd3 Be6 16 a4 0-0-0 17 Ne2 Nxa4 18 Ra1 Nb2! 19 Rxa7 Kb8 20 Rha1 Bc4!

Eliskases plays the game very accurately. In the event of 20 ... Nxd3 21 Kxd3, the central White pawns, supported by the king, are highly dangerous.

21 Bxc4 Nxc4+ 22 Kd3 Nb6 23 g4!

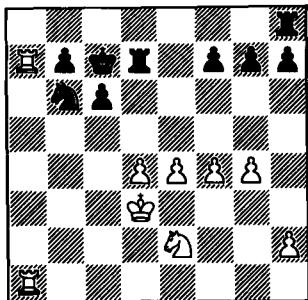
The beginning of a complicated plan to strengthen his position. Black's trouble lies in the fact that he does not succeed in carrying out an exchange of all four rooks, as will be clear from the following note.

23 ... Kc7 24 f4 Rd7

Black notices in time that the

transfer into a knight ending after 24 ... Ra8 25 Rxa8 Rxa8 26 Rxa8 Nxa8 27 Ng3! would obviously be unfavourable for him. For example, 27 ... g6 28 e5 Kd7 29 Ne4 Ke7 (29 ... h6 30 Nd6) 30 Nf6 h6 31 Ng8+ and 32 Nxh6. In other variations, Black also suffers material losses.

Now White is faced with a difficult problem: how does he continue the realisation of his space advantage? After long reflection, he succeeds in finding the right solution to the problem.



25 R7a5!

A manoeuvre, difficult to find, the basis for which is the following: Black has no weaknesses on the king's flank, therefore the approach of the White pawns does not for the present bring appreciable success. White must beforehand force the advance of one of the Black pawns on the king's flank, and then concentrate the pressure of his own pieces on the newly created weaknesses. The rook manoeuvre Ra7-a5-g5-a5 is very characteristic and instructive as an important method of realisa-

tion of an advantage in such positions.

25 ... Rhd8 26 Rg5 f6

Or 26 ... g6 27 Rga5 with subsequent play against the weak f6 and g5 squares.

27 Rga5 Nc8! 28 f5

Even stronger was 28 h4 Nd6 29 Nc3. White's inaccuracy allows Black to create a dangerous counter-attack on the e4 square.

28 ... g5 29 h4 h6 30 hxg5 hxg5 31 Rh1 Nd6 32 Rh6! Re7 33 Nc3 Rde8 34 e5!

This witty combination gives White the better rook ending.

34 ... fxe5 35 Nd5+ cxd5 36 Rc5+ Kb8 37 Rxd6 exd4

Stronger was 37 ... e4+ 38 Ke3 Rh8, but even then 39 R6xd5 Rh3+ 40 Ke2 Rh2+ 41 Kf1 e3 42 Re6 would give White good chances of victory.

38 Rcx d5! Re3+ 39 Kc4! Rc8+ 40 Kxd4 Rg3 41 f6 Rxd4+ 42 Ke5 Rf4

Or 42 ... Re8+ 43 Kf5 Rf4+ 44 Kxg5 R8e4 45 Rf5 and White must win.

43 Rd8! Rxd8 44 Rxd8+ Kc7 45 Rg8 Kd7 46 Rg7+ Ke8

If 46 ... Kc6, then 47 Rxd8 Rf1 48 Ke6 Re1+ 49 Kf7 b5 50 Kg7 Kb6 (50 ... b4 51 f7 Re7 52 Kg8, and the White rook easily holds up the b4 pawn) 51 f7 Re7 52 Kg8 Rxf7 53 Kxf7 Ka5 54 Ke6 Ka4 55 Kd5 b4 56 Kc4 and White wins.

47 Rxb7!

The simplest. If there were no pawn on g5 for Black, he would

easily make a draw by continuously checking the White king on the file. However the presence of the g5 pawn gives the White king the possibility of hiding from the checks on g6 and forcing the win.
47 ... Rf2 48 Ke6 Re2+ 49 Kf5 g4 50 Kg6!

Avoiding two temptations at once: the simple 50 Kxg4? and the more cunning 50 f7+? Kf8 51 Kf6 (51 Kg6 Re6+) 51 ... Rf2+ 52 Kg6 g3 53 Rb8+ Ke7 54 Re8+ Kd7 55 Re3 g2 56 Rg3 Ke7 with a draw.
50 ... Rf2 51 f7+ Kf8 52 Rb8+ Ke7 53 Re8+ 1:0

And here is another example, where a strong passed pawn saves White in a study-like way.

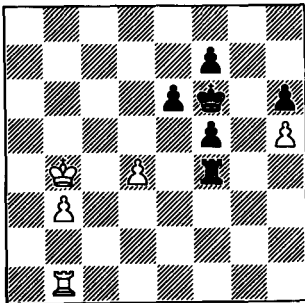
109. Game Ending

White: **Kotov**

Black: **Kashdan**

USSR-USA Match

(Moscow 1946)



Black has a healthy extra pawn. White's only chance of saving himself lies in his strong passed pawn on b3, supported from behind by

the rook. White quickly brings this pawn into action.

41 Kc5! Rf3!

The rook must stay on the f-file, so as not to allow White, in the event of the advance of the f5 pawn, to attack it from f1.

42 b4 Ke7!

Again the best move. The other continuation, 42 ... Rc3+ 43 Kd6 f4 44 b5 Kf5 45 b6 Rc8 46 b7 Rb8 47 Kc7 Rxb7+ 48 Rxb7!, entails the risk of losing for Black.

43 b5 Rc3+ 44 Kb6 f4 45 Ka7 Ra3+ 46 Kb8 f3 47 b6 Kd7 48 b7 f6 49 Rc1 e5 50 dxe5?

A mistake. He should play 50 Rc7+! Ke6 51 Rc6+ Kf5 and only now 52 dxe5 with a draw. The fact is that without an exchange on e5, Black would not have the important f6 square, which is necessary for the winning manoeuvre.

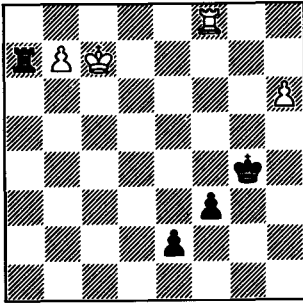
50 ... fxe5 51 Rc7+ Ke6 52 Rc6+ Kf5?

Black reciprocates the opponent's mistake and does not exploit the free f6 square for a win by 52 ... Kf7! 53 Rc7+ Kf6 54 Rc6+ Kg5. On 52 ... Kf7, no good is 53 Kc7 Ra7 54 Kd6 Rxb7 55 Kxe5 Re7+! and Black wins.

53 Kc7 Ra7 54 Rxh6 e4 55 Rh8 e3 56 Rf8+ Kg4 57 h6 e2

Kashdan had reckoned on this position, assuming that he would queen first and give a winning check with the queen on the seventh rank. A disappointment awaited him when White demonstrated the following study-like

draw.



58 Re8! f2 59 h7 f1(Q) 60 Rg8+! Kf5 61 Rf8+

This is the point! It is bad for Black to move his king on to the e-file, since on this follows 62 h8(Q). With the following move he submits to a draw, but White still tries to play for the win.

61 ... Kg4 62 h8(Q) Qc1+ 63 Kb8 Rxb7+ 64 Kxb7 Qb1+ 65 Kc7 Qc2+ 66 Kb7 Qe4+ 67 Kb6 Qe6+ 68 Kc5 Qe7+ 69 Kd4 Qd6+ 70 Kc4 Qa6+ 71 Kb3 1/2:1/2

Positional Advantage

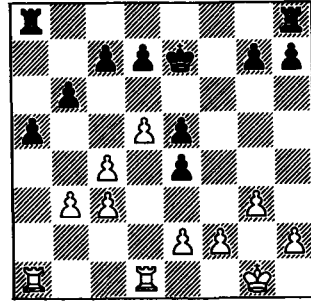
This aspect of an advantage is quite clear. Open lines, weak pawns, active pieces - all these factors can be exploited in the rook endgame, as in all other chess positions. We look at just one example on this theme.

110. Game Ending

White: **Model**

Black: **Kotov**

(Moscow 1949)



Black has, together with material equality, two important positional advantages: the open f-file and an excellent route e7-d6-c5 for the king, through which he can attack all the pawns on the queen's flank. It becomes clear that these advantages are sufficient for victory.

18 Ra4 Kd6 19 Rda1 Kc5 20 Kf1 Rhf8 21 Ke1 Rf7 22 b4+

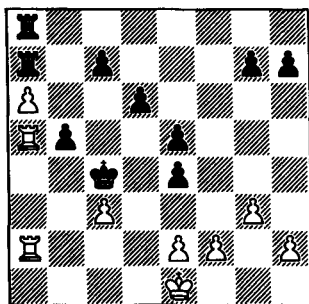
White does not submit to the total passivity after 22 R4a2 Raf8 23 e3. Then Black could win by both an attack on the king's flank and by the immediate blow 22 ... a4. If, however, the rook a1 goes to a2, then White may have need of several tempi to move the rook away from a4, and in this time ... g5 and ... Rf6-h6 is decisive.

22 ... Kxc4 23 bxa5+ Kxd5 24 a6

Pinning his hopes on the a6 pawn; however, it is easy for Black to neutralise it.

24 ... d6 25 Rb4 Ra7 26 Raa4 Rf8 27 Ra2 Rfa8 28 Rba4 b5 29 Ra5 Kc4

Black already has a healthy extra



pawn. His next task is to remove the White a6 pawn.

30 Kd2 c6 31 Ke3 d5 32 Ra1 Kc5 33 c4

Desperation. But there is already no saving the a6 pawn.

33 ... Kxc4 34 R5a2 Kc5 35 Rc2+ Kb6 36 Rac1 Rc8 37 f4 exf3 38 exf3 Rxa6 0:1

Queen Endgames

In queen endgames the following factors (besides material advantage) decide the outcome of the game:

- 1) Security of the king's position
- 2) Centralisation of the queen's position
- 3) Passed Pawns.

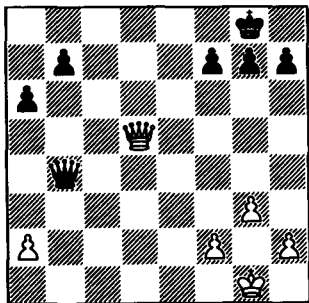
In the first example I succeeded in realising an extra pawn.

111. Game Ending

White: **Spassky**

Black: **Kotov**

22nd USSR Championship
(Moscow 1955)



29 Qd8+ Qf8 30 Qc7 Qa8 31

h4?

31 a4 was necessary. After 32 a5 or 31 ... a5 32 Qb6, White blockades the Black pawns on the queen's flank, creating every chance for a drawn outcome to the game.

31 ... b5 32 Qb6 Qc8 33 Kg2 h5 34 a3 g6 35 Kh2 Qf5

The Black king is secured. A manoeuvre is begun with the aim of improving the position of the Black queen.

36 Kg2 Qe4+ 37 Kg1 Qe6

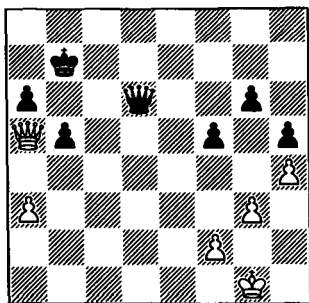
Black succeeds in transferring the queen to the centre of the board, and his advantage assumes a real form. Black's plan now consists of the transfer of the king to the queen's flank, after which it will be

difficult for White to contend with the opponent's passed pawn. White has, admittedly, many checks at his disposal, but he is hardly in a position to prevent the realisation of Black's intended plan.

38 Qd8+ Kg7 39 Qa5 Qc6 40 Kf1 Kf6 41 Ke2 Ke6 42 Kf1 Kd7 43 Kg1 Kc8 44 Qb4 Qd5 45 Qa5 Qd6 46 Qc3+ Kb8 47 Qe3 f5!

Aiming to expose the White king by ... f4.

48 Qc3 Kb7 49 Qa5



Or 49 Kf1 Kb6 50 Qe3+ Ka5 51 Qb3 Qd4 52 Kg1 f4 53 Kg2 Qc4 54 Qd1 fxf3 55 fxf3 Qa2+ 56 Kh3 Qxa3 57 Qd2+ Kb6 58 Qd8+ Kc6 59 Qe8+ Kd5 60 Qxg6 Qf3, and Black wins.

49 ... f4 50 gxf4 Qd1+ 51 Kh2 Qe2 52 Kg2 Qg4+ 53 Kf1 Qxh4

A new achievement. Having the possibility of creating two passed pawns on opposite flanks, Black gains victory without difficulty.

54 Qb4 Qh3+ 55 Kg1 Qg4+ 56 Kh2 Qe6 57 Qc5 Qf6 58 Qb4 Kc6! 59 Kg1 Qd6 60 Qe4+ Kb6

61 Kh2 a5 62 Qe3+ Ka6 63 Kh3 b4 64 a4 Kb7 65 Qe4+ Kc7 66 Qa8 Qe6+ 67 Kh2 Qb6 68 Kg1 Qc5 69 Qg8 Qf5 70 Qc4+ Kd6 71 Qa6+ Ke7 72 Qa7+ Kf8 73 Qa8+ Kg7 74 Qa7+ Kh6 75 Qb8 Qf6 76 Kg2 h4 77 Kh3 Kh5 78 Qc7? Qc3+ 0:1

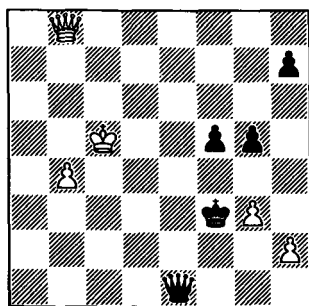
One more queen ending, where Black utilises the active position of his own queen.

112. Game Ending

White: **Nei**

Black: **Kotov**

(Odessa 1960)



1 ... Qf2+ 2 Kd5

An unfortunate move, shielding the Black king. It was better to retreat to c4.

2 ... Qxh2 3 b5 f4 4 gxf4 g4!

Intending to shelter the king behind the enemy f4 pawn, and having in mind an amusing finale.

5 b6 g3 6 b7

Into Black's hands. There would be a more complicated struggle after the correct 6 Qa8.

6 ... Qa2+!

The winning plan is simple. The Black queen must give check from the e4 or d5 squares and thereby shield his own king. After this, Black queens first on g1 and wins in the four queens endgame.

7 Kd6

An attempt to hide on the king's flank. There is no cover for the White king anywhere else.

7 ... Qa3+ 8 Kd7 Qa4+ 9 Ke7 g2 10 Qa8

Sealed. White resigned the game

without playing on. The most complicated variation is the following: 10 ... Qe4+ 11 Kf8! Qxf4+! (not possible is 11 ... g1(Q) 12 b8(Q) Qc5+ 13 Kg7 Qe7+ 14 Kh8! and the pinned queen e4 cannot deliver a decisive blow) 12 Ke7 Qe5+ 13 Kf8 Qd6+ 14 Ke8 Qc6+! 15 Kf7 Qd5+! 16 Kf8 g1(Q) 17 b8(Q) Q1g8+ and 18 ... Q8f7 mate. If 15 Kf8 g1(Q) 16 b8(Q) Q1c5+ 17 Kg7 Qd4+! and then 18 ... Qh8+ or 18 ... Qd5+ winning the queen.

Complicated Endgames

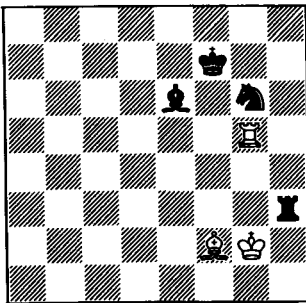
The complicated endgame is a certain transitional stage between the simple position and the elementary position. As also in simple positions, here usual chess laws operate, and it is difficult to point out any difference between a complicated endgame and a simple position. One could say: a complicated endgame is the same as a simple position, but with a very small amount of material on the board. We look at several such endgames, with very diverse correlations of forces.

113. Game Ending

White: **Simagin**

Black: **Kotov**

(Parnu 1947)



Black has an extra knight, and

yet the win would be problematical for him if the White bishop were moving on the white squares. With opposite coloured bishops Black realises his advantage without great difficulty, since White's bishop can do nothing for the defence.

46 Bg3 Kf6 47 Ra5 Rh7 48 Kf3 Rb7 49 Ra3 Rb4 50 Ke3 Ne7!

The place for the knight is on d5, and the bishop on f5. Such a harmonious deployment of Black's pieces hampers the opponent's task still further.

51 Kd2 Nd5 52 Bd6 Rh4 53 Ra8 Bf5 54 Ra6 Kg5 55 Kc1 Rh1+ 56 Kd2 Rg1!

Since the squares of the third rank have been taken away from the White king, a Black check on the second rank drives the White king back to the edge of the board. After this the win will be quite simple.

57 Ke2 Be4 58 Bc5 Rg2+ 59 Kf1

Losing at once is 59 Bf2 Bd3+! 60 Kxd3 Nb4+.

59 ... Rc2 60 Ra5 Kg4 61 Bd4 Nf4

The mating net constructed, the end is near.

62 Ra3 Bd3+ 63 Ke1 Re2+ 64 Kd1 Bc2+ 65 Kc1 Nd3+ 66 Rxd3 Bxd3 0:1

In the following position, from a game with Bondarevsky, the White pawns are further advanced than the opponent's pawns, and this gives White a considerable advantage. Besides this, the White king is active.

114. Game Ending

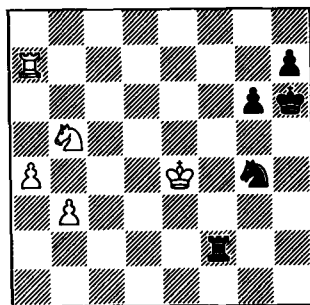
White: **Kotov**

Black: **Bondarevsky**

14th USSR Championship
(Moscow 1945)

(See next diagram)

45 a5 Nf6+ 46 Kd4 Rf4+ 47 Kd3 Nd5 48 Rd7 Nb4+ 49 Kc3 Na6 50 Kb2 Nb4 51 Nd4 Nd3+



Black, with all measures, wants to prevent, at the same time, the advance of the White pawns and the forward march of the White king.

52 Kc3 Nc5 53 Rc7 Ne4+ 54 Kd3 Nd6 55 Rd7 Nc8

Here the knight is extremely badly placed, but there is nothing better.

On 55 ... Nf7 follows 56 Ke3 and 57 a6 or 57 b4.

56 Rd8 Na7 57 b4! g5 58 Rd7

This is more quickly decisive than 58 b5.

58 ... Nc8 59 Rc7 Rf8

He must. Losing at once is 59 ... Nd6 60 Rc6 Rf6 61 a6.

60 b5 g4 61 b6 g3 62 Nf5+

A neat little trick. Now if 62 ... Rxf5 63 b7 g2 64 Rc6+! and White wins.

62 ... Kg5 63 Nxg3 Nxb6 64 axb6 Rb8 65 b7 h6 66 Ne4+ Kf4 67 Nc5 Ke5 68 Rc8 1:0

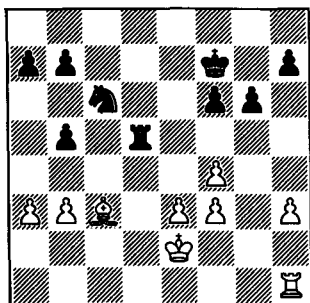
We look at another example, where the unfortunate position of the Black rook tells.

115. Game Ending

White: **Kotov**

Black: **Szabo**

Candidates Tournament
(Budapest 1950)



30 e4 Rh5?

Psychologically a very interesting mistake. Black has been provoking for so long the move b4, weakening White's position, that the thought simply did not enter grandmaster Szabo's head that White himself would make this move.

Correct was 30 ... Rc5 31 Kd3, after which White's advantage is beyond question, but chances of defence remain for Black.

31 b4!

The rook is trapped and cannot break out of h5, even at the cost of a sacrifice.

31 ... Ne7 32 Kf2 f5 33 Bd2!

The cunning idea is simple - to not let the rook out. The bishop move prevents ... g5.

33 ... fxe4 34 fxe4 Nc8 35 Kg3 Nd6 36 Re1 Nc4 37 Bc1

Here White has several ways to

win. He chooses the most reliable.
37 ... a6 38 Kg4 Ke7 39 Rd1 Nd6 40 Rd3 Nf7 41 Rd1!

Preventing 41 ... Re5! and the rook is liberated.

41 ... Nd6 42 h4 Nc4 43 Rd4 Ke6 44 Rd1 Ke7! 45 Rf1 Rh6

Simplifying White's task. After the stronger 45 ... Kf7 46 f5 Ne5+ 47 Kh3! White must win in view of the threat 48 Bb2.

46 Rf3 Rh5 47 Rc3 Kd7 48 Be3 Nd6

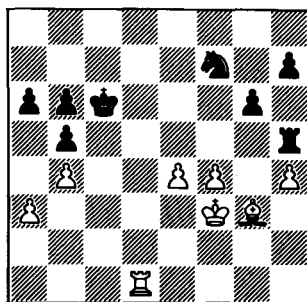
The rook ending after 48 ... Nxe3 is winning easily, since Black will be playing, to all intents and purposes, without a rook.

On the other hand, Black cannot allow the transfer of the White bishop to g3, after which the simple move f5 is decisive. But even this attack on the e4 pawn does not help.

49 Rd3 Kc6 50 Rd4 Nf7

Bad is 50 ... Nc4 51 Bf2 Nxa3 52 f5, and the f-pawn decides matters.

51 Bf2 Nh6+ 52 Kf3 Nf7 53 Bg3 b6 54 Rd1!



After strengthening the position of his pieces, White concludes the

struggle with a raid by the rook on the rear of the enemy. Black is helpless without his rook.

54 ... Nh6 55 Rd8 Nf7 56 Rc8+ Kd7 57 Rb8 a5

There is already no defence against material loss. On 57 ... Kc7 follows 58 f5+, while after 57 ... Kc6, decisive is 58 Bf2.

58 Rb7+ Ke8 59 Rxb6 axb4 60 axb4 Nd8 61 Kg4 Nf7 62 Bf2 Kd8 63 Bc5

Now White's task is simple, since he has many ways to win. The most simple way is to transfer to a rook endgame.

63 ... Kc8 64 Rf6 Nd8 65 Bb6 Kd7 66 Bxd8 Kxd8 67 Rf7 1:0

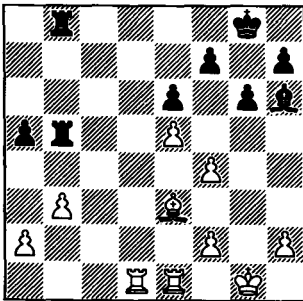
The realisation of the extra pawn was complicated in the next game.

116. Game Ending

White: **Kotov**

Black: **Smyslov**

14th USSR Championship
(Moscow 1945)



27 Rd4! Bf8 28 Red1 Kg7 29 Rc4!

Seizing the second open file and intending to invade on the 7th or 8th rank. Black's reply is virtually forced.

29 ... Rd5 30 Rxd5 exd5 31 Rc7 Bb4 32 Bd4!

A mistake would be 32 e6? Kf6 33 Rxf7+ Kxe6 34 Rxh7 Rd8, and the Black pieces become even more active.

32 ... Kf8 33 Kg2 Ke8 34 Kf3 Be7 35 Ra7 Bb4 36 Rc7 Rd8 37 f5

Activating the king. Black, of course, is forced to take on f5, since he cannot allow the pawn to f6.

37 ... gxf5 38 Rc6

Excessive "accuracy". White does not want to exchange the e5 pawn after 38 Kf4 f6, though then he would easily win by means of 39 Rxh7 (but not 39 exf6? Bd6+) 39 ... fxe5+ 40 Kxe5.

38 ... Bd2 39 Ke2 Bb4 40 Kd3 Kd7 41 Rh6 Rc8 42 Rxh7 Ke7 43 Be3 f4!

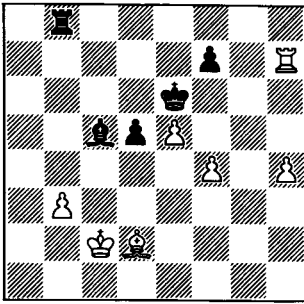
Typical for Smyslov. He is quite willing to give up a pawn, if only to put right the coordination of his pieces and increase their activity.

44 Bxf4 a4 45 Bd2

Only so. Devoid of any chances of victory is 45 bxa4 Rc3+ and 46 ... Ra3.

45 ... Bc5 46 f4 axb3 47 axb3 Rb8 48 Kc2 Ke6 49 h4!

Not leaving Black the counter-chances which he obtains after 49 Rh6+ Kf5 50 Rf6+ Ke4 51 Rxf7 d4 or 51 ... Ra8, and the d-pawn presents some danger.



49 ... Rc8 50 Rh6+ Kf5 51 Kd3 Be7 52 h5 Rb8 53 b4 f6!

In the hope of 54 Rh7 Bxb4 55 Rf7 Rf8! with chances of a draw.

54 Kd4 Rb5 55 Rg6 Rb8 56 Rh6 Rb5 57 Bc3 Bd8

Or 57 ... fxe5+ 58 fxe5 Bxb4 59 Rf6+ Kg5 60 Bxb4 Rxb4+ 61 Kxd5, winning easily. If, however, 57 ... Kxf4, then 58 exf6 Bxb4 59 Bxb4 Rxb4+ 60 Kxd5 and Black is doomed to destruction.

58 Kd3! fxe5 59 fxe5 d4 60 Kc4 Rxe5 61 Bxd4 Re4 62 b5 Kg5 63 Rd6 Bc7 64 Rd5+ Kh6

Accurate manoeuvring has allowed White to win a second pawn. Victory is now at hand.

65 Kd3 Re7 66 Be3+ Kh7 67 b6 Rxe3+

Otherwise the White king passes on to c6 or a6 and sees the e6 pawn on to queen.

68 Kxe3 Bxb6+ 69 Kf3 Bg1 70 Rd6 Bc5 71 Rc6 Bb4 72 Kg4 Bd2

A few moves later the game was adjourned. It is well-known that this position was analysed, and a win for White demonstrated, even in the last century. Recently, in

the Soviet Union, a simpler way to victory was found in the present position.

White places the king on f5 and rook on g6. Black must keep the king on h7, the bishop on the c1-h6 diagonal. After this White plays h6. If the Black bishop takes the pawn, then after Kf6-f7 is reached a position from a study by Kling and Horwitz, with a win for White. If Black does not take the h6 pawn, leaving the bishop on the c1-h6 diagonal (otherwise Kg5-h5), then White forces its capture by means of Rg7+, and, driving the king back to h7 after Kxh6 and Rg6+, breaks through with the king to f7.

Black resigned on move 90 after a further adjournment.

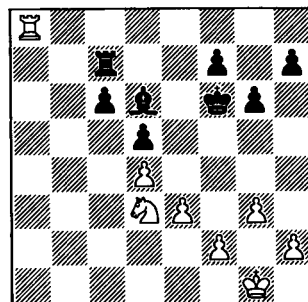
White realises his positional advantage efficiently in the following endgame.

117. Game Ending

White: **Kotov**

Black: **Pachman**

(Venice 1950)



43 g4!

Black has a weak c6 pawn, his bishop is not very active and is inferior in strength to the White knight.

All this gives White the basis to play for an attack even with minimal resources.

43 ... Ke6

Risky looks 43 ... Kg5 44 h3 h5 45 f4+ Kh4 46 Kg2, and the threat of mate hangs over the Black king (46 ... hxc4? 47 Rh8 mate).

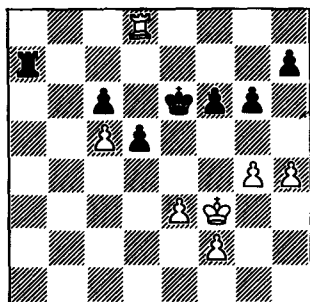
44 Kg2 Rb7 45 Re8+ Re7 46 Rh8 f6 47 h4 Rb7 48 Kf3 Rf7 49 Re8+ Re7 50 Rd8!

Preparing to give up the knight for the sake of another advantage - the creation of a support base for the rook on d6.

50 ... Ra7 51 Nc5+!

Forcing a rook endgame, which is winning for White due to the weakness of the c6 pawn and the passive positions of Black's pieces.

51 ... Ke7 52 Rc8 Bxc5 53 dxc5 Kd7 54 Rh8 Ke6 55 Rd8!



Despite the material equality, Black's position is indefensible. He cannot place the king on e5 in

view of mate (56 Re8+).

Also no good is 55 ... Rc7 56 Rd6+ Ke5 57 Ke2! g5 58 hxc5 fxc5 59 Kd3 Rc8 60 Rd7 h6 61 Rd6, with material loss for Black. Besides this, on 55 ... Rc7, White could simply play the preliminary 56 Kf4.

Pachman prefers to keep the rook on a6, in order to worry the opponent's king with checks.

55 ... Ke7 56 Rd6 Ra6 57 g5!

A well known positional method in analogous endings. White roots to the ground the pawns on Black's king's flank and creates a "path" for the king via f4 and e5.

57 ... fxc5 58 hxc5 Kf7 59 Kg3

It was still "not too late" to get mated by 59 Kf4 Ra4+ 60 Ke5 Re4 mate.

59 ... Ke7 60 f3 Ra3 61 Kf4 Ra4+ 62 Ke5 Ra3!

Hoping for 63 Re6+ Kd7 64 Kf6 d4! But White is attentive.

63 Rxc6!

A very simple and clear way to victory. The Black king is cut off and the passed pawn on c5 at once decides the outcome of the struggle.

63 ... Rxe3+ 64 Kxd5 Rd3+

Also bad is 64 ... Rxf3 65 Rc7+ Ke8 66 Rxh7 Rf5+ 67 Ke6 Kd8 68 Kd6 and 69 c6.

65 Ke4 Rc3 66 f4 Rc1 67 Rc7+ Kd8

Or 67 ... Ke6 68 Rxh7 Rc4+ 69 Kf3 Rxc5 70 Rg7 with two extra pawns.

68 Rxh7 Rxc5 69 Rf7 1:0

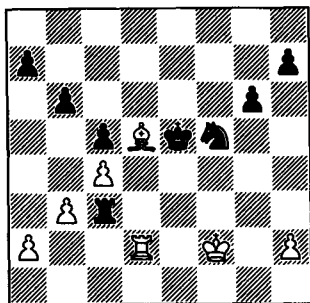
In conclusion, we see how a bishop, hampered by its own pawns, proves to be helpless.

118. Game Ending

White: **Panov**

Black: **Kotov**

(Moscow Championship 1941)



41 ... Nd4 42 Ke1 Rc1+ 43 Kf2 Rc3 44 Ke1 Rc1+ 45 Kf2 h6

In any case, shifting the pawns to squares which are inaccessible to the bishop.

46 Bf7 g5 47 Bh5 Rc3 48 Bd1 Ke4

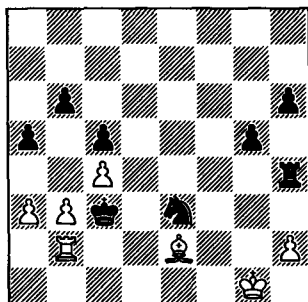
Black suppresses the opponent's pieces to the maximum. After a little preparation, a decisive storm follows on the queen's flank.

49 Be2 Rh3 50 Kg2 Rc3 51 Kf2

a5 52 Bd1 Rc1 53 Bh5 Rh1 54 Kg2 Re1 55 Kf2 Ra1 56 Bd1 Rc1 57 Bh5 Rc3 58 Be2 Rh3 59 Kg2 Rh4

Black's manoeuvres have one aim - to find the best method of realising the advantage. Finally a way is found - a rush with the king to the queen's flank.

60 Bd1 Ke3 61 Rb2 Kd3 62 a3 Nf5 63 Kg1 Ne3 64 Be2+ Kc3



The triumph of Black's strategy. White's pawns on the queen's flank are indefensible.

65 Rb1 Kc2 66 Ra1 Kxb3 67 Rb1+ Kxa3 68 Rxb6 Nxc4 69 Ra6 a4 70 h3 Kb4 71 Bd1 a3 72 Ra4+ Kb5

73 ... Nb2 is threatened and White has to give up the h3 pawn.
0:1

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